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Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10

Posted by [Ryan3k](#) on Fri, 17 Feb 2006 04:02:58 GMT

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IGNWhat really stinks is that the actual gameplay isn't exciting enough to support the setting. Admittedly, the developers are hampered by the two-sided nature of the fight and by the limited roster of units, but there's just no escaping the sense of repetition that starts to kick in after the first few hours. You'll still enjoy seeing the units fight it out in front of your eyes but you just won't care as much about the tactics of it all.

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