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Subject: Re: C&C Tiberium - FPS Game

Posted by [NE]Fobby[GEN] on Fri, 14 Dec 2007 19:46:50 GMT

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One Winged Angel wrote on Fri, 14 December 2007 09:03Spoony wrote on Fri, 14 December 2007 07:21Westwood did invent RTS, but EA's RTS's are way better than Westwood's in terms of gameplay and balance... anyone who seriously thinks RA2 or Tib Sun are better games than Generals and Zero Hour frankly needs to see a doctor.

RA2 and Tiberian sun are better games than Gens or Zero Hour. you need to see a doctor my friend.

RA2 and TS were highly unique and had their storyline and universes were both really gripping. It made you want to finish them.

Generals was a string of missions of a generic, bland RTS. not ingnuitive at all.

Plus I preferred the goofy 2d graphics of the older games to the shit that Generals was.

OWA's absolutely right. I don't see any advantages Generals or Zero Hour had over Red Alert 2.

Tiberian Sun and RA2 had very deep canons and storylines which left people creating theories on who Cabal was, who Kane is, etc. The stories by themselves made you want to finish the game to see what would happen. As well, the cutscenes were very well-done with actors and a movie-like atmosphere, unlike most other games which had CG.

What did Generals introduce that was good? All they did was take out the sidebar, ditch cutscenes, scrap the movie-scenario briefings, and try to throw up a realistic game. It had practically no story, its multiplayer was extremely laggy and lacking features, and its graphics haven't aged well at all. There wasn't even much strategy to the game, it was all about buildings lots of WF's, lots of vehicles, lots of superweapons and charging at their base. Its single player was long, boring, and not challenging in all respects. Red Alert 2 might not be 3d, but till today it looks acceptable. The only thing that ever looked good in generals were the explosions, but most people don't like commanding stickmen.

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