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Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Fri, 14 Dec 2007 20:59:35 GMT

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[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]OWA's absolutely right. I don't see any advantages Generals or Zero Hour had over Red Alert 2. balance?

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]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. whoopee.

storylines and cutscenes don't make a great game... gameplay makes a great game, and RA2 did not have good gameplay (some aspects of it are, frankly, ridiculous) Generals and ZH do.

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]What did Generals introduce that was good? All they did was take out the sidebar, ditch cutscenes, scrap the movie-scenario briefings so far so indifferent

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]It had practically no story So?

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]its multiplayer was extremely laggy uhhh... no, it wasn't?

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]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.

lol... Generals and ZH are pretty much the only C&C RTS which actually requires micro, the only other being Red Alert 1 and even that on a much lesser scale.

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