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Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Fri, 14 Dec 2007 21:03:43 GMT

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Fobby wrote on Fri, 14 December 2007 14:21: Have you even played Zero Hour online? All people did was go and build a hundred bases with a lot of super weapons and weapons factories. Yes, I have... but this statement makes me wonder if you have. Generals is about micromanagement more than anything else.

Fobby wrote on Fri, 14 December 2007 14:21: Ra2 actually had the strategy factor. It wasn't about relying on big numbers of superweapons and vehicles, you actually had to think out proper attacks.

uh ok. Generals and ZH had nothing as absolutely ludicrous as the Desolator.

well, admittedly the attack outpost came close but at least they fixed that.

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