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Subject: Re: Command & Conquer: Red Alert 3  
Posted by [R315r4z0r](#) on Thu, 14 Feb 2008 05:32:57 GMT  
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It looks absolutely nothing like Generals... Generals' graphics where all boxy and lame. The textures where bland and lacked any sort of detail, and the water looked like a cheap knockoff of Renegade's water.

Granted it was an RTS like this game... I have to give it a 2/10 on the scale of similarity.

What it does look like is Starcraft II.

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