
Subject: Re: Any Vista fix for Generals?

Posted by [Starbuzz](#) on Tue, 29 Jul 2008 19:53:35 GMT

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OMG IT HAS C&C ON IT BUT HAS NO TIBERIUM OR GDI OR NOD OMG OMG ITS A INFERIOR PRODUCT AND A LIE! SARCASM!!!!!!!

Nukelt15 wrote on Tue, 29 July 2008 10:04It shouldn't be called C&C... but I dislike and don't play it for a simpler reason- I tried it and hated it.

Why not sure it did not continue the storyline but you gotta remeber that the MINUTE WW decided to make C&C: Covert Operations...AT that point, Command & Conquer became a BRAND under which other games set in the original C&C universe were made.

That pretty much justifies the possiblity that you can make any game with any storyline and still put C&C on it. haha!

But you have tried the game and did not like it so you actually have a good reason to hate it.

Those who bash EA are those little kids who mindlessly jump on the bandwagon that appeals to themm. EVERYBODYS GETTING ON THE BANDWAGON SO I AM GETTING ON IT TOOO haha!!!!!!

And the sad part about it is that the facts gets all lost and smeared over the place. And we are left with 2 groups beating the poor strawman.

sadukar09 wrote on Tue, 29 July 2008 06:51No, EA's not doing good with RTS,

OK now you have to tell me in bulleted points why EA is not doing good with RTS

sadukar09 wrote on Tue, 29 July 2008 06:51And, that's just generic Starcraft HUD.

Sure the HUD drifted from previous practice but c'mon lol...but agreed that they could have stuck with the classic C&C hud.

Nukelt15 wrote on Tue, 29 July 2008 12:32The build-anywhere approach to base construction changed the whole base building equation (allowing placement of defense structures near or within enemy bases without cross-the-map expansion or a local outpost- that worked for Starcraft, but not for Generals IMHO),

LOL you can't simply build structures anywhere...you gotta send a Dozer or Worker first. And you can buy a Hummer or Gattling tank or Tehcnical to take out any incoming dozers/workers. Heck, this actually encourages people to get the heck out of base and explore and expand and attack quickly rather than just build a "OMG SEE MY BASE!!".. That's what is so much fun about this game...even the skirmish on Brutal AI is a lot of fun...

I am barely through this game so if there is a special in-game structure or soemthing that allows you to build your stuff anywhere on the map without dozer/workers, then I don't know about it and you have a point.

JoeBro wrote on Tue, 29 July 2008 09:18Yes, Generals is a GREAT... no, AWESOME GAME!!! I don't know why many C&C fans have a problem with it. Why is it wrong for EA to try something different?! C'mon guys. I even read reviews about C&C3 about how repetitive it is. Generals is something completely different and I like different. Besides, Sci-Fi gets boring if you play it too long.

P.S. To Pawkyfox: you're the first 1 that asked me that! lol. Anyway, my name is JoeBro or JoeJoeBro. Can't really remember. If you see me, tell me on the chat thing. Also, on Renegade, my name is WolfWarrior2 (foxes, wolves, what next? lol). What's your name on Renegade (not web name. i mean when you're actually playing Renegade. people get that confused)? Bye!

P.S. like your attitude. cool lol (I just love saying lol lol lol lol lol)

hehe glad to see another Generals fan...and yes, I lol a lot too.
My Ren nick is pawkyfox...it is same as my web name too.

And you see, Generals came in and cashed in the right time in the market when RTS gamers were looking for a game with modern units. Other modern RTS games did not do so well but Generals came and filled the gap...

Personally I like Generals a lot as I use to have trouble adjusting to playing in a 3D setting...it seemed very fantastic but also difficult to manage. But Generals eased me out on that one as I played so I think I am more adapted to playing 3D RTS games...I think I will reinstall C&C3 and actually enjoy it.

hehe...we have 2 new 3D RTS coming out lol StarCraft2 and RA3...

Oh yes muhahaha I ,lol too much sometimes mods warn me not to lol too much. I think those mods lead sad lonely lives.