
Subject: Re: Will you be buying Generals 2?
Posted by [nikki6ixx](#) on Mon, 19 Jan 2009 03:59:05 GMT
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I dunno. From a marketing standpoint, Generals made sense. I mean, back then, most people believed killing Muzzies in video games was like the awesomest things to do for obvious reasons.

In my opinion, the simplistic plot was on purpose, because games like 'Red Alert' and the Tiberian universe required some prior knowledge of the previous games to get full enjoyment. Putting in a simplistic story line makes it accessible to new players, and casual ones.

Same goes for the interface. Hey, if Starcraft and WarCraft get millions of buyers, why not do the same thing. We're talking EA here... this company is all about 'if you can't beat 'em, join 'em (or buy 'em).

'Good Storylines' is also subjective, because plenty of people think the Command and Conquer storylines are totally gay.

I can't argue graphics because I still think Donkey Kong Country looks incredibly awesome.
