
Subject: Re: Will you be buying Generals 2?
Posted by [pawky](#) on Mon, 19 Jan 2009 04:22:53 GMT
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R315r4z0r wrote on Sun, 18 January 2009 21:43nikki6ixx wrote on Sun, 18 January 2009 22:12But aren't ALL the Command and Conquer games are filled with stereotypical themes. In fact, all the things you say suck about Generals can easily be applied to any other C&C game.

I said offensive stereotypical themes. The US is just "LOL WE ARE BETTER THAN YOU!" China is just "LOL WE ARE NERDS WITH LAPTOPS" and the GLA is just all "AHHH! ALLAH! ALLAH! ALLAH!"

I don't really find that offensive; maybe a bit non-creative and it works both ways: it was still incredible fun in the game...I can make hordes of laptop hacker nerds and put em back of my base...no need to send out my trucks to get supplies! But I was also kinda shocked at how funny the terrorists were portrayed with the voiceovers; in real life these mo fo's are very dangerous.

Well, what nikki is saying makes a lot of sense. In every C&C game, it is ALWAYS GDI and the Allies always winning. In the Red Alert universe, it is always the Allies coming out on top. Having played RA2 so excessively, I can tell you it has enough offensive stereotypes to make any real Russian angry...but yes, we remember it JUST a game made by the American game industry.

Even the Empire gets screwed in RA3 despite their awesome might. Though I don;t want to be a judge of RA3 having not played it yet.

Also, I am saying this for the 6th time in this forum: Generals was made specifically to fill a gap in the RTS market due to lack of realistic RTS games with realistic military units in the first 5 years of this decade. It made excellent business sense and EA made tons of money by making a good no-nonsense RTS game where ANYONE can go and buy it and enjoy a relatively glitch-free good quality RTS game. That't what counts.

The gameplay is there, the strategy is there, the graphics are NOTHING to complain about. Sure I agree with u6795 on the bad graphics of the infantry. But the sound effects were there, and the units were just awesome. Even the infantry units were very cool like my favorite Pathfinder sniper.

The host of neat tanks, upgrades, and Generals support powers really add to the game.

We all have our opinions but like I said the game is fairly up to a standard. I don't think EA was just copying...they probably wanted to keep it simple.

I think it's all upto to individual opinions...I found the Single player campaign very very interesting and engaging.

I used to be the biggest hater of C&C 3 citing many things similar to what you said but if you take the time to play and and just try it with an open mind, you will find a great game within.
