
Subject: Re: The Apparent End of C&C?

Posted by [liquidv2](#) on Sat, 14 Nov 2009 07:59:25 GMT

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danpaul88 wrote on Thu, 12 November 2009 05:15l actually quite like Generals, I just don't think of it as a C&C game, but a franchise in it's own right. They slapped the C&C brand on it just so they could sell more copies.

it didn't have kane or soviets in it, but everything else looked exactly like any other command and conquer game

you build a base, you build units, you destroy the enemy doing the exact same thing
there are resources to collect, there are superweapons, there are hero units

how did you decide Command & Conquer is restricted to the tiberium storyline and the red alert storyline? because that's where Westwood left off? who's to say they wouldn't have made Generals on their own later on, and if they had would you still say it's not a C&C game? come on now
