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Subject: Re: Command and Conquer under Victory Games Studios  
Posted by [GEORGE ZIMMER](#) on Wed, 23 Feb 2011 09:50:43 GMT  
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liquidv2 wrote on Tue, 22 February 2011 21:15for the record Generals has nothing to do with tiberium or soviets but it plays well and is an entirely fun game

It was a fun game, but it wasn't really a C&C game in some ways. Some of the gameplay was similar, but it still played fairly different. I guess it's nitpicking, but I will admit, it was fun.

C&C3, though, is absolute rubbish. They need to go back to a Tiberian Sun-like direction: Huge focus on atmosphere, smaller scale tactical warfare (none of this huge spamming bullshit, but not some tacked on "micro management" that no one actually uses because they can still win by just mindlessly spamming, etc), and so on. Also, they'd better give it at LEAST two years development time. There was what, 6 months between Kane's Wrath and RA3?

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