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Subject: Re: Command and Conquer under Victory Games Studios

Posted by [nikki6ixx](#) on Sat, 26 Feb 2011 17:17:36 GMT

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GEORGE ZIMMER wrote on Sat, 26 February 2011 06:40

You have to understand what's being said here- it's not that basing gameplay off of Generals is a terrible idea (actually, as long as they kept MCV's and a few other minor details which is totally doable, I'm all for them basing the general gameplay flow off of Generals), it's that it's VERY likely he wouldn't understand what makes C&C... C&C. I know that just sounds like the usual nostalgia goggles bullshit that people frequently put up, but would you really say it's a smart idea to hire someone who doesn't know as much about how C&C games were when the community overwhelmingly agrees to SOME degree that there needs to be a return to pre-Generals feeling?

Especially in the Tiberium universe games; C&C95 and TS just had this feeling that EA has UTTERLY failed to recreate. And they'd need someone who's played- and loved- those games extensively to really say they have someone who knows what the old C&C games were like.

Considering RA3 and C&C4 were circle jerking over their own 'nostalgia,' having someone who was involved in a game outside of the two traditional universes is not necessarily a bad thing.

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