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Subject: Will you be buying Generals 2?  
Posted by [reborn](#) on Sun, 18 Jan 2009 21:34:01 GMT  
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I think we can all assume that the next release of the Command and Conquer universe will be Generals 2. I base this assumption on many clues:

- 1) EA bought the domain name generals2.com earlier last year
- 2) A beta key for a "future C&C game" shipped with Premier edition copies of Red Alert 3
- 3) On the EA job listings, there were positions for CNC3, RedAlert3, Tiberium and Generals 2. They cancelled Tiberium and the other two have been released. The expansion for RedAlert3 is not coming out in March, so the expected release of a CNC game in March must be Generals2.
- 4) There are others, including interviews, but by now we can all agree it must be coming I guess...

So, do you accept that Generals is a third Universe of the CNC world, and will you be buying it?

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Subject: Re: Will you be buying General 2?  
Posted by [\\_SSnipe\\_](#) on Sun, 18 Jan 2009 21:37:58 GMT  
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nope

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Subject: Re: Will you be buying General 2?  
Posted by [nikki6ixx](#) on Sun, 18 Jan 2009 21:50:56 GMT  
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I've said it before, and I'll say it again: If the Red Alert games came out today, plenty of people would be complaining about how it isn't part of the Command and Conquer universe or whatever.

Generals was a good game. I haven't passed any of it, but I enjoyed playing it. I think people have to realize that 'Command and Conquer' is a 'franchise' and no longer is tied to just one or two plots. This is a good thing, because plenty of people recognize the name, and it allows EA to diversify the games into different sub-genres, and plots, while still retaining the name.

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Subject: Re: Will you be buying General 2?  
Posted by [Caveman](#) on Sun, 18 Jan 2009 21:54:22 GMT  
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I never really got into Generals so I doubt I'll try Generals 2

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Subject: Re: Will you be buying General 2?

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Posted by [\\_SSnipe\\_](#) on Sun, 18 Jan 2009 22:09:25 GMT

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nikki6ixx wrote on Sun, 18 January 2009 13:50 I've said it before, and I'll say it again: If the Red Alert games came out today, plenty of people would be complaining about how it isn't part of the Command and Conquer universe or whatev.

Generals was a good game. I haven't passed any of it, but I enjoyed playing it. I think people have to realize that 'Command and Conquer' is a 'franchise' and no longer is tied to just one or two plots. This is a good thing, because plenty of people recognize the name, and it allows EA to diversify the games into different sub-genres, and plots, while still retaining the name.

I Agree, But Generals was not as good as i thought it was

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Subject: Re: Will you be buying General 2?

Posted by [GEORGE ZIMMER](#) on Sun, 18 Jan 2009 22:14:29 GMT

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nikki6ixx wrote on Sun, 18 January 2009 14:50 I've said it before, and I'll say it again: If the Red Alert games came out today, plenty of people would be complaining about how it isn't part of the Command and Conquer universe or whatev.

I disagree- Red Alert (Original) actually DID tie in with the original C&C. RA2 just tied in with RA1.

Even still, the main difference is, the Red Alert series has a story still. Generals hardly did. Plus, Generals just had such a different feel from C&C, that's why it's not as liked in the C&C community.

So, no, I wouldn't buy it, or pirate it, or anything. I only would maybe look at it if it has a great, involving, unique story to it, which I doubt they would.

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Subject: Re: Will you be buying General 2?

Posted by [mr£ÄŞÄ-z](#) on Sun, 18 Jan 2009 22:30:48 GMT

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I have bought every C&C Game, and i will buy all other C&C Games that come out

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Subject: Re: Will you be buying General 2?

Posted by [\\_SSnipe\\_](#) on Sun, 18 Jan 2009 22:43:23 GMT

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buy all other C&C Games that come out

I have bought Downloaded every C&C Game, and i will buy Download all other C&C Games that come out!

-SSnipe

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Subject: Re: Will you be buying General 2?  
Posted by [BlueThen](#) on Sun, 18 Jan 2009 22:48:49 GMT  
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I was really disappointed in Generals... The hud took up HALF the screen for one.

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Subject: Re: Will you be buying General 2?  
Posted by [R315r4z0r](#) on Sun, 18 Jan 2009 23:10:26 GMT  
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nikki6ixx wrote on Sun, 18 January 2009 16:50Generals was a good game.  
Generals was a horrible game. But that doesn't mean it isn't a C&C game.

If anyone doesn't accept Generals to be a C&C game, they are just a stubborn fool. It isn't a matter of it being a C&C game or not, it's whether it is a game worth playing or not, and from my experience, it is not.

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Subject: Re: Will you be buying Generals 2?  
Posted by [Rocko](#) on Sun, 18 Jan 2009 23:34:03 GMT  
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generals was a great game. only nerds who suck at games and like to pretend it's sim city and sit in their base building stuff like in the older command and conquers hated generals because of its fast pace and kick ass nature.

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Subject: Re: Will you be buying Generals 2?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Jan 2009 23:52:46 GMT  
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I think the only reason why I had played Generals was because there were no other C&C games released between 2003 and 2006 (we saw C&C 3 in 2007). It's a very mediocre game at best, so no, I will not be trying Generals 2.

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Subject: Re: Will you be buying Generals 2?  
Posted by [pawky](#) on Mon, 19 Jan 2009 00:37:28 GMT  
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Of course I will buy it and it will be as great as the first one.

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Subject: Re: Will you be buying Generals 2?  
Posted by [cmatt42](#) on Mon, 19 Jan 2009 01:06:07 GMT  
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Generals was a great game. I had tons of fun with friends playing; we were far more interested in Generals than we were with C&C3. As good as it was, it just wasn't C&C.

The bottom line for me is regardless of how good Generals was and C&C franchise or not, I do not plan on buying Generals 2 (at least not until it's in the bargain bin).

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Subject: Re: Will you be buying Generals 2?  
Posted by [nope.avi](#) on Mon, 19 Jan 2009 01:34:10 GMT  
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Definetly

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Subject: Re: Will you be buying Generals 2?  
Posted by [R315r4z0r](#) on Mon, 19 Jan 2009 02:53:18 GMT  
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Rocko wrote on Sun, 18 January 2009 18:34generals was a great game. only nerds who suck at games and like to pretend it's sim city and sit in their base building stuff like in the older command and conquers hated generals because of its fast pace and kick ass nature.

Sure. And I suppose the crappy unit designs, bad performance, bad graphics, bad story, bad factions, bad user interface, lack of originality, and overall offensive and stereotypical themes had nothing to do with my opinion. It's a rip off of other RTS games, most noticeably StarCraft, another game I don't like.

I never even bothered to play it online (let alone the entire single player). However I have heard that it was slow and full of cheaters.

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Subject: Re: Will you be buying Generals 2?  
Posted by [nikki6ixx](#) on Mon, 19 Jan 2009 03:12:35 GMT  
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But 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.

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Subject: Re: Will you be buying Generals 2?  
Posted by [u6795](#) on Mon, 19 Jan 2009 03:19:32 GMT  
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Generals was an okay game, it had a pretty solid engine and good gameplay.

Things I didn't like:

-Bad graphics for the most part. The infantry were just.. not infantry..

-NO. STORY. WHATSOEVER. Okay, so China and the US stomp all over some stereotypical sand nigga terrorizers. What about it? It was pretty much a recycled plot by that time.

Things I did like:

-Build mechanic was pretty cool and despite not being original, I thought it was efficient

-Gameplay was awesome, pretty fast etc and you couldn't really turtle (as far as I remember, I haven't played in a while)

-Superweapons were cool. Giant mobile Ion Cannon thingy was sexy.

Edit: Also, the music. I liked the music a lot. Very action-y.

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Subject: Re: Will you be buying Generals 2?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 19 Jan 2009 03:27:26 GMT  
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Quote:But 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.

From what I can remember, the original C&C games had rather good performance, good graphics for their time (except Renegade I guess), good storylines, creative factions, fluid interface, excess originality, and for the most part, non-racist themes.

I'm not saying Generals was a horrible game. It wasn't that bad. What I am saying, though, is that it lacks a lot of originality with its Warcraft-like build system. Lack of creativity with its units and themes. Its singleplayer was very boring, not challenging in any sense, and had no story to keep you playing. Its performance in multiplayer was also quite abstruse. It was just a mediocre game in every sense of the word and didn't have anything that kept me playing.

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Subject: Re: Will you be buying Generals 2?  
Posted by [R315r4z0r](#) on Mon, 19 Jan 2009 03:43:38 GMT  
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nikki6ixx wrote on Sun, 18 January 2009 22:12But aren't ALL the Command and Conquer games

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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 TRYING TO BE JAPAN" and the GLA is just all "AHHH! ALLAH! ALLAH! ALLAH!"

There was 1 good song track and I don't even remember what it was. The music aspect all together was horrible as it played a random song every 5 min.

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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.

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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.

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Subject: Re: Will you be buying Generals 2?  
Posted by [R315r4z0r](#) on Mon, 19 Jan 2009 04:39:15 GMT  
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Don't confuse being bias with being offensively stereotypical.

And it doesn't matter if it is "just" a game. That's like writing a letter to a black guy insulting him, but you just say "It's just a letter, get over it."

What difference does it make what is making the offensive comment?

However, the point is, everyone has their own opinions. You can like the game all you want, I don't care. All I know is that I can't stand it.

Edit: Open mind? You don't understand. When I first played Generals, It was with the demo that came with a collectors edition of past C&C games. I was like "WTF am I playing?!" However, a

few months later when I actually bought the game and played the full version, not only did I keep the same opinion of the game, my respect for it actually lowered because what I thought were settings that were fixed just because it was a demo were actually the same in the full version... a major disappointment.

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Subject: Re: Will you be buying Generals 2?  
Posted by [pawky](#) on Mon, 19 Jan 2009 04:50:03 GMT  
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R315r4z0r wrote on Sun, 18 January 2009 22:39Don't confuse being bias with being offensively stereotypical.

And it doesn't matter if it is "just" a game. That's like writing a letter to a black guy insulting him, but you just say "It's just a letter, get over it."

What difference does it make what is making the offensive comment?

However, the point is, everyone has their own opinions. You can like the game all you want, I don't care. All I know is that I can't stand it.

The thing is many many aspects of RA2 Soviets were intended to be offensive about Russians. Also, both bias and some sort of offensive stereotypes can be found in most C&C games.

Also, FYI, the real life Chinese military has it's own cyberspace monitoring and highly educated programmers within it's ranks. I am sure EA thought of that.

Everyone has their own opinions of course and I don't care too when you say you hate it. But you repetedly keep posting saying how horrible and bad Generals is in every topic discussing it in a tone AS IF Generals is in fact really bad while it is NOT. In absolute unbiased reality and standard, Generals is a good game with many many favorable ratings and reviews.

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Subject: Re: Will you be buying Generals 2?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 19 Jan 2009 05:00:55 GMT  
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For the record, I do know some South Asians/Middle Easterners/Muslims who were somewhat offended by how the GLA were ideologically depicted - but nikki raises a very good point, Generals was a good marketing move by EA. Now that I look at it, it's just a bit heartless to be profiting off of political and/or cultural tension, but whatever, companies are there to make money, and I respect that.

And correct me if I'm wrong, but weren't Generals' launch sales a lot better than RA3's? That might mean something too.

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Subject: Re: Will you be buying Generals 2?  
Posted by [liquidv2](#) on Mon, 19 Jan 2009 05:14:24 GMT  
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what amazing plot were you looking for? they did what they said they were going to do; they made a game more like real life based on shit that actually exists in a world much like the one we live in now with shit that could actually happen

you're all butthurt that there wasn't a supir awsom space meteorite summoned by a bald dude actually sent here by aliens so he can bring forth a secret underground society to try and take over the free world

i didn't give a shit either way, generals plays quite well and that's what matters to me

and red alert 3 is pretty solid, i was skeptical as fuck but it feels a lot like ra2

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Subject: Re: Will you be buying Generals 2?  
Posted by [bisen11](#) on Mon, 19 Jan 2009 06:21:34 GMT  
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I probably won't get it, especially not at \$50. I didn't care much for the first. It was interesting enough to play through the campaign but didn't have much in the form of replay value for me. Maybe if it ever drops to \$10 I'll get it someday.

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Subject: Re: Will you be buying Generals 2?  
Posted by [R315r4z0r](#) on Mon, 19 Jan 2009 07:06:55 GMT  
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@ Tanky:

What are you talking about? You are the only one forcing your opinion here to be fact. All I'm doing is using points other people make as reminders for something I liked/disliked about the game.

Your OPINION isn't FACT.

TANKY wrote on Sun, 18 January 2009 23:50But you repetedly keep posting saying how horrible and bad Generals is in every topic discussing it in a tone AS IF Generals is in fact really bad... Yes, because it IS in fact really bad. That's my educated opinion.\* Also, tone? What tone? This is the internet. I'm, to you, just text on a monitor. What ever tone you are receiving is the tone you want me to have. You might be thinking my tone, when saying this, is out of anger or a need for you to see things my way, but in fact I'm actually laughing at how stupid this argument is and at how seriously you seem to be taking it.. (your 'tone' from my perspective)  
TANKY wrote on Sun, 18 January 2009 23:50...while it is NOT.

That's your opinion. Just because you have a different opinion than me, doesn't make you right. Just as it doesn't make me right either.

TANKY wrote on Sun, 18 January 2009 23:50 In absolute unbiased reality and standard, Generals is a good game with many many favorable ratings and reviews. Again, opinion isn't fact. In fact, to the contrary of what you said, you are the only one of us (both of us) that has the bias opinion. I've clearly stated already the reasons why I don't like the game and have also clearly stated that although I don't like the game it is a C&C game.

I'm not saying Generals is a bad C&C game, no. It's just a bad game in general (no pun intended). Or, to put it another way, if C&C Generals wasn't a C&C game and just "Generals" then I would have the exact same opinion, than I do now. How is that being bias?

Just because you don't agree with my opinion doesn't make me bias.

\*educated opinion: an opinion not developed through ignorance. A state of mind and opinion developed through trial and error. (In this case, an opinion developed after playing the game in detail)

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Subject: Re: Will you be buying Generals 2?  
Posted by [Lone0001](#) on Mon, 19 Jan 2009 07:22:01 GMT  
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I really do hope the next C&C game isn't Generals 2 or I have wasted \$10(or w/e the cost was for the premier edition compared to standard edition, oh and to add I have also wasted \$10 thinking I would get an RA3 soundtrack but was left with a useless CD with unlabeled low quality tracks) on a beta key for a game that I will not even consider getting let alone try.

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Subject: Re: Will you be buying Generals 2?  
Posted by [Goztow](#) on Mon, 19 Jan 2009 07:41:09 GMT  
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[NEFobby[GEN] wrote on Mon, 19 January 2009 00:52] I think the only reason why I had played Generals was because there were no other C&C games released between 2003 and 2006 (we saw C&C 3 in 2007). It's a very mediocre game at best, so no, I will not be trying Generals 2.

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Subject: Re: Will you be buying Generals 2?  
Posted by [cnc95fan](#) on Mon, 19 Jan 2009 10:03:02 GMT  
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Generals is a fun game IMHO.  
Yes.

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Subject: Re: Will you be buying Generals 2?  
Posted by [pawky](#) on Mon, 19 Jan 2009 14:17:25 GMT  
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R315r4z0r wrote on Mon, 19 January 2009 01:06@ Tanky:  
What are you talking about? You are the only one forcing your opinion here to be fact. All I'm doing is using points other people make as reminders for something I liked/disliked about the game.

Your OPINION isn't FACT.

Of course not and I don't mean it that way. Funny thing is my opinion reflects the vast majority of professional game reviewers AND gamers who deemed the game just fine and gave it high ratings based on a standard ratings grid.

And generally saying, as far as C&C, I feel bad for those who hate the game because it has dozers, has no MCV, because they feel it is a rip-off and due to the different HUD and it having the "C&C" title...big lols really.

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Subject: Re: Will you be buying Generals 2?  
Posted by [R315r4z0r](#) on Mon, 19 Jan 2009 15:50:14 GMT  
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Why is that "funny?"

I've never trusted game reviews as they often don't reflect my personal opinion on the game. I'm a very easy person to please.

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Subject: Re: Will you be buying Generals 2?  
Posted by [\\_SSnipe\\_](#) on Mon, 19 Jan 2009 15:55:20 GMT  
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Generals is fun after downloading the huge contra mod ;D

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Subject: Re: Will you be buying Generals 2?  
Posted by [Genesis2001](#) on Wed, 21 Jan 2009 05:27:05 GMT  
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I would probably buy the game. Not at \$50 though...

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Subject: Re: Will you be buying Generals 2?

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Posted by [Carrierll](#) on Wed, 21 Jan 2009 09:52:38 GMT

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I am not getting it for £35-40. I'll wait until it goes to the bargain bucket for about £10.

I don't think Generals should have had the C&C logo (oh no, flamebait) on it. The whole style of gameplay was different: no turtling (effective turtling, anyway) forcing a fast build and rush style, which was not the ONLY option during earlier C&C's, and I like good story campaigns. (Generals not having one...)

That latter point is also why I am quite dissapointed with Sins Of A Solar Empire, as that has loads of backstory references in the manual (which I read as it installed) but then no campaign!

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Subject: Re: Will you be buying Generals 2?

Posted by [mr£Ä\\$Ä-z](#) on Wed, 21 Jan 2009 15:56:01 GMT

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Hmm i have to say i was Disapointed from Generals, but after playing it on a very fast speed for more difficult then its alot more fun lol

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