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Subject: CNC3: Tiberian Twilight

Posted by [YSLMuffins](#) on Mon, 20 Sep 2004 21:25:09 GMT

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Haha, reviews. They're clueless as to the real reasons why Zero Hour and to a lesser extent Generals sucks--support. The history or lack thereof is not really worth explaining. And reviewers wouldn't really know about the games that came behind the C&C name.

If you've played the first C&C, RA, TS, and Emperor (though it is not a C&C, but it still had the WW label on it), you can't tell me that when you look at Generals, you haven't been spoiled by the WW games that came before Generals. If you've never experienced the old games (which is really impossible these days, considering how advanced games have come), it's really too bad, because you don't know what you're missing. You'd think Generals is a good game because your standards are not as high as those who've been with C&C for so long.

If EA designed Generals to be primarily a single player game (considering the vast majority bought the game never intending to go online), just think how incredibly badly EA is shortchanging its players. And if EA designed Generals to be an online game, then where has the support for it gone? The game is just not strong enough in ANY aspect to hold together a significant community.

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