
Subject: An Interesting E-mail I just recieved from EA
Posted by [Scythar](#) on Tue, 07 Dec 2004 14:20:45 GMT

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True. The fact that they're using an enhanced Sage engine might get people on their toes, but I really doubt that it's the game engine's fault that Generals turned out to be not so liked around here. It's just the way they made the game advance.. In my opinion, they really have to use videoclips between missions to explain the plot instead of just printing a text on the screen while reading it out loud. And FMV's are important too. It doesn't matter how long they are, as long as they're there, just like in previous C&C's.

Also, what is very important for myself, is to keep the game as C&C. Not just the plot, but the whole touch to the game. I've read some reviews that mock the newer C&C games because "It's just the same as the previous, but with better graphics and different units". Well that's exactly how I want it to be. All I personally want is different buildings and units, and enhanced graphics. Changing the C&C basics isn't necessary for me to like the game (For example the Construction Dozer), and in many cases just makes me NOT like it.

But, just in my opinion.
