
Subject: Re: A new hope?

Posted by [Dr. Lithius](#) on Wed, 21 Sep 2005 16:54:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Wed, 21 September 2005 01:35 Joseph Collins wrote on Tue, 20 September 2005 17:51 I think Sonic Heroes pretty much proved Sega can't program decently controls for high-velocity locomotion. If you didn't read the press release, then Sega will not be doing the coding. Petroglyph will. I know. I was just adding to the off-topicness. Besides. . . This isn't a "high-velocity" game. This is going to be a real-time strategy game hopefully along the lines of Dune 2000 or maybe Command & Conquer: Red Alert 2. With any luck, it won't turn out like "another WarCraft rip-off" or "another Generals". (And really, considering it's not being done by Ea Pacific, it shouldn't.)

(. . .+5 points for both Kanezor and I for being able to wrap the off-topic posts back into being on-topic. *cough*)
