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Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Fri, 05 May 2006 04:01:23 GMT

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I think that might be true for most genres, but not FPSs. You need an interesting conflict for those games to sell. Halo has one, Half-Life has one, Renegade has one -- difference in popularity being that Renegade has roots in RTS and shook a lot of people's worlds. A FPS from Generals as-is would just be a generic modern shooter. They would rather spend more time working on the Battlefield games than trying something new anyway.

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