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Subject: Re: tiberium.com launched

Posted by [Dover](#) on Sat, 19 Jan 2008 23:50:31 GMT

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bisen11 wrote on Fri, 18 January 2008 10:28Spoony wrote on Wed, 16 January 2008 01:17read the 'quote' in my signature tbh

Generals isn't really C&C gameplay in my oppinion. It's more like Age of empires or one of those games... Plus FPS C&C gameplay is a lot different than normal FPS gameplay. C&C RTS gameplay isn't all that different than regular RTS gameplay. The main difference I'd probably note is they way the buildings are constructed.

That's it? That's the reason people don't like Generals? Because you have a "worker" unit doing building construction instead of the crappy (Before the nice facelift it got in C&C 3) sidebar system?

For fucks sake, learn to recognize progress when you see it.

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