
Subject: Re: Command and Conquer-ish RTSs
Posted by [F1AScroll](#) on Sun, 22 Mar 2009 16:32:09 GMT
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R315r4z0r wrote on Sun, 22 March 2009 01:40I absolutely hate Generals in every way shape or form, way more than you could imagine, however you can't just deny its existence because you don't like it. It is a C&C game with the C&C title, like it or not.

Deny what's existence? J/K I was just kidding about that, don't worry. Remember that I had just made about 45 posts in one topic in the spam section after reading TV Tropes Wiki for an hour and a half. That should explain why I made fun of Generals. I will give it credit, though: it at least used half of the way Dawn did to create it's plot (some people are fearing, oddly enough, both have: terrorists...), though it failed to make it stand out, the vital second half (Dawn: ...harvest Tiberium and gain a lot of economic control; Generals: ...are bad). Also, it didn't have any FMV to tell us what was going on. And the scrolling was broken when I moved my mouse to the left side. Well, I forgot what I was talking about, as I just woke up. Bye.
