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Subject: Re: The Apparent End of C&C?

Posted by [nikki6ixx](#) on Fri, 13 Nov 2009 21:27:49 GMT

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GEORGE ZIMMER wrote on Fri, 13 November 2009 15:17: Generals didn't really have much of a story, lol. Some of the gameplay was nice, though. Still, they coulda called it something different.

In my opinion, story is what helped kill C&C. The series started off gritty, and had a generally realistic schtick, with some loony stuff thrown in like a quasi-terror group/corporation which had phallic structures that fired lasers, barracks with fists sticking out of them, and a bald leader with a penchant for leather and turtle necks.

But then both storylines just got really dumb, with too much crazy shit like aliens, mechanical bears and Japanese people. Plus, you had to know some backstory to get enjoyment, and that limits new people from the series.

I think EA understood this when they created Generals. The storyline was accessible because it fit the times when it was released, and that is great for a wide audience. Terrorists? Check! Conniving Chinese Commies? Double Check!!

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