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Subject: Re: Command and Conquer under Victory Games Studios

Posted by [Creed3020](#) on Mon, 28 Feb 2011 22:06:06 GMT

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liquidv2 wrote on Fri, 25 February 2011 18:00Goztow wrote on Fri, 25 February 2011

14:12Creed3020 wrote on Fri, 25 February 2011 16:01

I read the bio on the new community manager and his C&C experience appears to start with Generals. That is scarily out of touch of what C&C is.

Very much true!

you build a base, you build units out of the base, you kill the other team

it plays like every other c&c game plays and is quite fun; it's instead applying the c&c idea to modern times, like how call of duty made modern warfare

would it make you feel better if they modded it to make little fenced tiberium fields instead of supply piles and the workers scooped it up with shovels for refinement? come on now

My concern is directed more towards familiarity with storylines, the history of the brand, and just that magical feeling that comes from playing C&C. I agree that most of the basic C&C elements were present. I did buy Generals and play it for some time, but if you check my PC today you won't find it installed anymore along RA1, Tiberian Sun, RA2, and Renegade.

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