
Subject: Re: Command and Conquer under Victory Games Studios

Posted by [Starbuzz](#) on Mon, 07 Mar 2011 01:53:47 GMT

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Goztow wrote on Mon, 28 February 2011 01:42I'm not that worried about the fact the comm manager has started with Generals, I'm worried about the fact he probably doesn't know what a tesla trooper may be... That and the fact he's German .

You'd figure a bunch load of hardcore C&C fans, who have been playing for years, would die for a job like this and instead they hire someone with what seems to be relatively little experience on the "first decade" games.

I read in another interview that he actually played a C&C game when he was 10 years old. He is 23 now; so obviously Generals wasn't his first game; I just hope he played the classic games well enough.

<http://www.cncsaga.de/foren/viewtopic.php?id=1945>

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BTW EVERYONE, I couldn't resist and bought C&C4 yesterday! I don't want to bash something without trying it; especially since it's a C&C game. I remain optimistic!

Due to time constraints I only was able to play the first 10 mins of the first GDI mission. Good news is the 10 mins didn't feel like a letdown. In RA3, I was letdown in 3 mins. Haven't had time to do much ingame though so my opinions may change after a week or so of playing. The Crawler concept is kinda good; keeps you going all over and your force lean. The direct first person cutscenes aren't that bad. Meh, I will post some more opinions next week on how it goes; I am trying to be as unbiased as possible.

edit:

damn forgot, my internet connection dropped once and so the game quit on me. I think that is bullxxx. I hope in a year or so, they will disable this internet connection requirement.

Also reading the manual that came with it, there is way too much religious overtones for Nod. Seriously, lol...for example, the Black Hand infantry unit can wield a flamethrower and also throw...ready?...Holy Water bombs!

File Attachments

1) [C&C4!.JPG](#), downloaded 482 times

