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Subject: Re: Generals 2

Posted by [EvilWhiteDragon](#) on Sun, 11 Dec 2011 09:23:11 GMT

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You know, I realized something the other day.

EA wasn't all to happy with C&C Generals not being received all to well, because it didn't look or feel like traditional C&C. Nowadays people say Generals was pretty good, because their perspective has changed. From the awesome pre-Generals games to the shit that's called C&C3 (to lesser extend), RA3 and C&C4.

Now in hindsight we, the gamers, realize they did do a lot of things somewhat right in Generals. Not as awesome as in the pre-Generals games, but it certainly wasn't bad when you put it into perspective.

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