
Subject: Re: Generals 2

Posted by [iRANian](#) on Tue, 13 Dec 2011 00:55:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

pretty much what nikki said, i watched 10 minutes of mass effect and I just turned that shit off, it was 10 minutes of the most retarded dialogue i've ever seen. in all the interviews they've given about generals 2 all they've used is generic buzz words with the only real info that its gonna use frostbite 2 and will have no modding tools support.

edit: shit like

Quote:Command & Conquer joins BioWare

I can't express how happy I am to announce the next instalment in the Command and Conquer franchise, Generals 2. It's been great to see the enthusiasm and activity within the community over the past year while you waited for more information, and I thank you all for your patience. Since the announcement of this studio in February, we've been listening to your feedback and are excited to bring back the beloved, action-packed game-play you remember from C&C Generals, modernized for a new era, and built on industry leading technology. What you see today is a tiny taste and just the beginning; we can't wait to show you more.

Additionally, I am excited to announce that Victory Games has joined the new BioWare label within EA. We are all huge fans of BioWare, especially of the uncompromised quality that comes along with every product. Our mission here does not change—we're still committed to making best-in-class strategy games—and joining the BioWare family will give us the tools we need in order to succeed. This has been a seamless transition, as we share the same core values and passion for making games as BioWare, in order to deliver immersive, high-quality experiences for our fans.

More information will be coming in the near future, so sign up for the newsletter and check back in at www.CommandandConquer.com for the latest!

Thank you,
Jon Van Caneghem
