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Subject: Re: Generals 2

Posted by [bisen11](#) on Thu, 05 Jan 2012 09:51:47 GMT

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R315r4z0r wrote on Mon, 12 December 2011 23:30PermaGrin wrote on Mon, 12 December 2011 16:27R315r4z0r wrote on Sat, 10 December 2011 22:06But it's Bioware, a company who specializes in story.

Take Command & Conquer: Generals 2, for example. EA says it's a "BioWare" game, but really, it's being developed by the same studio responsible for the last few Command & Conquer games. Those games didn't do that well, especially the woeful Command & Conquer 4, so in changing the name on the door to read "BioWare" instead of "EA", the publisher is obviously hoping to trade off a little of the goodwill associated with the former while distancing themselves from the reputation of the latter.

<http://kotaku.com/5867121/what-does-bioware-even-mean-any-more-it-doesnt-mean-command-and-conquer>

Bioware, the actual company, has stated MANY times that their primary focus in making games is to deliver memorable stories with many moral and emotional twists in them. They have said this over and over... and they have already said that is what they hope to accomplish with Generals 2.

Even if this group of people isn't necessarily "Bioware," they are still carrying the company's name. It is not a smart business decision to use the name just to promote sales of one game. You want to sell a lot of MANY games, not just a lot of ONE game.

By using the name Bioware, EA obviously wants to cash in. However, if they don't deliver on Bioware's traditional promise to bring a good story to the game, then they will lose support for their future titles.

Granted THIS game would sell regardless of story simply due to the fact that the name Bioware is attached. But if they don't deliver a good story, what do you think fans will expect for the next game created by the company?

We'll finally get to learn how the Generals universe turns into the Tiberium universe

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