You want to know what is wrong to my opinion with Generals?

First of all the SP is not very inspiring, louzy storyline and not many missions. But oh wel, if the SP isn't really that good let's look at multiplay. This game could be a good MP game, if they actually used their brains when making a MP. I think it's a shame that they released the game without it being able to check who was disconnecting in a game. Come on, after so much experience with RTS games, you should know by know, that people will use disconnection, as a way not to loose points. Oh well, people at first didn't really had to disconnect. EA made it easier, why not put the stats on the users computer. That way instead of modding cars in NFS:underground people can now modify there scores, so they look uber 1337. But oh well, maybe it wasn't so bad if they actually made a team of people who watched over who was cheating, Lke they promised in the beginning.

Why would I buy a game, just to wait a few months, for it to be actally patched in a way that it's playable online, and with a ladder. If I waited those months I could have bought it cheaper.

The sad thing is, I actually read somewhere, how proud someone of the team was. For actually develop a game in such a short time as they did. You know why you were so FAST!!!!, because it needed a few more months, after release to be actually playable.

Oh yeah, and there new forums are a joke.