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Subject: Re: New C&C game confirmed!

Posted by [renalpha](#) on Sun, 24 Oct 2010 20:15:22 GMT

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to be really honest.

Generals, the 1st one not zero hour was fucking awesome. Really it had it's sharm to the fullest. It actually felt c&c capturing oil dericks etc. it was a good game. after zero hour it started to get fucked up.

Tiberium wars sucked imo, red alert 3 is fun, but is too warcraft like. they had to keep it simple and not special units who can get new skillss etc.

i am still hoping Tiberium FPS to come out, now that game looked fucking kinky.

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