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Subject: Generals

Posted by [sbhkilled25](#) on Sun, 02 Mar 2003 16:02:47 GMT

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Hey i was just wondering about the game generals. Im thinking about buying generals but i want some feedback before i think about buying it.

is generals good or bad?

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Subject: Generals

Posted by [Dr.Snuggles](#) on Sun, 02 Mar 2003 16:22:48 GMT

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It's visually appealing but gameplay wise rather dull. Nothing out of the ordinary. Nothing new at all.

If you're satisfied with another standard RTS title I guess you won't be disappointed. Otherwise steer clear out of this one.

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Subject: Generals

Posted by [sbhkilled25](#) on Sun, 02 Mar 2003 16:50:53 GMT

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o, ok thanks for the feedback

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Subject: Generals

Posted by [Hellweed](#) on Sun, 02 Mar 2003 16:55:15 GMT

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Dr.SnugglesIt's visually appealing but gameplay wise rather dull. Nothing out of the ordinary. Nothing new at all.

If you're satisfied with another standard RTS title I guess you won't be disappointed. Otherwise steer clear out of this one.

I have to agree. The graphics are pretty cool, but gameplay is a bit slow paced. I dont see much of a difference from RA2. If you have to have it, just wait a bit, I m sure the price will come down soon.

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Subject: Generals

Posted by [jpgv](#) on Sun, 02 Mar 2003 16:59:12 GMT

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you dont have any ingame movies either.

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Subject: Generals

Posted by [Jarhead](#) on Sun, 02 Mar 2003 17:08:57 GMT

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Dr.SnugglesIt's visually appealing but gameplay wise rather dull. Nothing out of the ordinary. Nothing new at all.

If you're satisfied with another standard RTS title I guess you won't be disappointed. Otherwise steer clear out of this one.

I agree, in fact I think its a step backwards.

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Subject: Generals

Posted by [Sir Phoenixx](#) on Sun, 02 Mar 2003 17:28:25 GMT

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They need to make a good sequel to Tiberian Sun (Command and Conquer 3!!!) with the Generals engine (which I heard used the Renegade engine...)

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Subject: Generals

Posted by [Griever92](#) on Sun, 02 Mar 2003 17:32:33 GMT

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Sir PhoenixxThey need to make a good sequel to Tiberian Sun (Command and Conquer 3!!!) with the Generals engine (which I heard used the Renegade engine...)

uh huh.

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Subject: Generals

Posted by [DBB](#) on Sun, 02 Mar 2003 18:38:32 GMT

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Sir PhoenixxThey need to make a good sequel to Tiberian Sun (Command and Conquer 3!!!) with the Generals engine (which I heard used the Renegade engine...)

Yup. I would love to see a Tiberian Sun sequel it would be awesome.....Im not sure how great it would be with the new engine.....but for some reason I liked the Tiberian Sun's graphics better than Generals (even though Generals has far better graphics) But Generals is an awesome game if you learn it and give it a chance. I like the in game cinematics because it shows what YOU can do in the game.....not what an actor can do for Hollywood.

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Subject: Generals

Posted by [Try\\_lee](#) on Sun, 02 Mar 2003 18:54:47 GMT

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Like I said when I first loaded up the medical level DM map, what is often missing from games is some sense of atmosphere. Whilst TS, RA and TD held people by them having dark and powerful storylines or a storyline which people could relate to past or present events Generals and RA2 went completely in the wrong direction.

Although lots of people like the Gameplay of RA2 and people still play because of that, Generals just doesn't cut it anywhere except visually. This is one reason I am worried about the next C&C. Those from the Pacific studio are really incapable of creating a truly great RTS game.

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Subject: Generals

Posted by [Ultron10](#) on Sun, 02 Mar 2003 19:19:07 GMT

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Generals isn't worth it IMO, no storyline, no movies, EAP had to bring out craploads of patches in the first week to fix major problems.

It's just another rushed game.

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Subject: Generals

Posted by [sbhkilld25](#) on Sun, 02 Mar 2003 22:06:23 GMT

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Alright thanks for everything

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Subject: Generals

Posted by [Kingmada](#) on Sun, 02 Mar 2003 23:17:17 GMT

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Personally I find it to be a very good game, and my only complaint is the dodgy pathfinding of the

units at times.

-Mada

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Subject: Generals

Posted by [L3f7H4nd3d](#) on Mon, 03 Mar 2003 01:17:43 GMT

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That will happen in every 3-D rts game until they devote more time and CPU horsepower to AI, not graphics.

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Subject: Generals

Posted by [Sk8rRIMuk](#) on Mon, 03 Mar 2003 01:42:47 GMT

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Generals is ok in single player but laggy as hell online...

Only buy this game if you are sure you like RTS games because coming from a shoot-em-up type game I found it quite dull to start with but the graphics rule. Gameplay suffers a bit though...

EA seriously needs a new net code.

-Sk8rRIMuk

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