
Subject: Generals 2

Posted by [Seadust](#) on Sun, 11 Dec 2011 00:12:40 GMT

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

<http://www.commandandconquer.com/forums/showthread.php?4742-Generals-2-It-s-OFFICIAL&p=75696#post75696>

Hi.

Found this on the official forums. Too bad no matter how good the game looks if it requires origin it will be dead the first second it is uploaded to a torrent site

Subject: Re: Generals 2

Posted by [nikki6ixx](#) on Sun, 11 Dec 2011 00:16:21 GMT

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

Seadust wrote on Sat, 10 December 2011 17:12 Too bad no matter how good the game looks if it requires origin it will be dead the first second it is uploaded to a torrent site

Ha ha yeah that's what people said about BF3 too.

Subject: Re: Generals 2

Posted by [Starbuzz](#) on Sun, 11 Dec 2011 01:06:49 GMT

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

bah Generals 2...

Subject: Re: Generals 2

Posted by [nikki6ixx](#) on Sun, 11 Dec 2011 01:11:50 GMT

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

In any case, this could shape up to be a good game.

Its storyline doesn't involve a leather-clad bald, mustacheod man who has an affinity for phallic shaped structures.

Subject: Re: Generals 2

Posted by [Aircraftkiller](#) on Sun, 11 Dec 2011 02:15:23 GMT

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

What is this shit I don't even

Subject: Re: Generals 2
Posted by [R315r4z0r](#) on Sun, 11 Dec 2011 03:06:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

But it's Bioware, a company who specializes in story.

Subject: Re: Generals 2
Posted by [Homey](#) on Sun, 11 Dec 2011 05:46:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

nikki6ixx wrote on Sat, 10 December 2011 20:11In any case, this could shape up to be a good game.

Its storyline doesn't involve a leather-clad bald, mustacheod man who has an affinity for phallic shaped structures.
LOL. Kane will now be known as Freud.

Subject: Re: Generals 2
Posted by [Jerad2142](#) on Sun, 11 Dec 2011 05:51:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Coming 2013...

Subject: Re: Generals 2
Posted by [liquidv2](#) on Sun, 11 Dec 2011 06:18:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'd rather them continue the generals story line cuz that game actually doesn't suck

generals - good

c&c 3 - ok

RA3 - ridiculous, i wish for a refund

c&c 4 - i was smart enough to not buy it

Subject: Re: Generals 2
Posted by [F1r3st0rm](#) on Sun, 11 Dec 2011 06:33:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

YES generals 2 my dream has come true

Subject: Re: Generals 2

Posted by [EvilWhiteDragon](#) on Sun, 11 Dec 2011 09:23:11 GMT

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

You know, I realized something the other day.

EA wasn't all to happy with C&C Generals not being received all to well, because it didn't look or feel like traditional C&C. Nowadays people say Generals was pretty good, because their perspective has changed. From the awesome pre-Generals games to the shit that's called C&C3 (to lesser extend), RA3 and C&C4.

Now in hindsight we, the gamers, realize they did do a lot of things somewhat right in Generals. Not as awesome as in the pre-Generals games, but it certainly wasn't bad when you put it into perspective.

Subject: Re: Generals 2

Posted by [kamuixmod](#) on Sun, 11 Dec 2011 13:44:19 GMT

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

Generals became popular because EA turned all the other C&C games into bullshit.

And im sure, they will screw Generals 2 either

Subject: Re: Generals 2

Posted by [danpaul88](#) on Sun, 11 Dec 2011 15:30:15 GMT

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

I have always liked Generals, but to this day do not consider it to be a C&C game. Nor are RA3, C&C3 or C&C4, which are just generic graphics-heavy, gameplay-lacking steaming heaps of manure that EA slapped the C&C franchise onto to try and sell a few copies.

The last true C&C game was Renegade.

Subject: Re: Generals 2

Posted by [NACHO-ARG](#) on Sun, 11 Dec 2011 22:45:03 GMT

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

Quote:The last true C&C game was Renegade.

afirmative.

Subject: Re: Generals 2

Posted by [Generalcamo](#) on Mon, 12 Dec 2011 00:25:54 GMT

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

The last true TRUE C&C game was tib sun, maybe red alert 2, but EA kindof screwed them up too. Renegade is good, but it's an FPS!

The thing that made generals good was the modding, which also helped red alert 2. If bioware is smart, they will allow similar modding capabilities in the new installation.

Subject: Re: Generals 2

Posted by [nope.avi](#) on Mon, 12 Dec 2011 01:02:00 GMT

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

holy shit yes

Subject: Re: Generals 2

Posted by [NACHO-ARG](#) on Mon, 12 Dec 2011 02:12:55 GMT

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

no modding tools for c&c generals 2, see this:
<http://www.ppmsite.com/forum/viewtopic.php?t=31720>

well at least until jonwill make some sdk for it lol ;p

Subject: Re: Generals 2

Posted by [cmatt42](#) on Mon, 12 Dec 2011 04:24:14 GMT

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

Not sure why they're slapping the "Command & Conquer" title on there again. I'll probably buy the game when it goes on sale like I did with Red Alert 3, unless it's as bad as C&C4 was.

Subject: Re: Generals 2

Posted by [PermaGrin](#) on Mon, 12 Dec 2011 21:27:39 GMT

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

R315r4z0r wrote on Sat, 10 December 2011 22:06 But 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--conquer](http://kotaku.com/5867121/what-does-bioware-even-mean-any-more-it-doesnt-mean-command-and-conquer)

Subject: Re: Generals 2
Posted by [liquidv2](#) on Mon, 12 Dec 2011 23:28:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

dehhhhh

Quote:Would you believe there are now eight individual video game developers known as BioWare? Eight! There's the original team in Alberta, Canada. There's BioWare Victory. There's BioWare Austin, where Old Republic is in development. There's BioWare Mythic, BioWare Ireland and BioWare San Francisco. There's BioWare Montreal. There's even BioWare Sacramento, which is...a social game developer.

Quote:What'll probably happen, though, is it'll all end in tears. When I think BioWare, I think characters, choices and lots of dialogue. I do not think real-time strategy. The more studios EA calls BioWare, and the more games it releases under that umbrella that aren't associated with what that developer used to be known for, the more pointless the exercise becomes, as it trades away the very thing it was hoping to trade on in the first place.

Subject: Re: Generals 2
Posted by [nikki6ixx](#) on Tue, 13 Dec 2011 00:43:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great! Bioware's 'reputation' for

Quote:characters, choices and lots of dialogue

usually means incredibly boring, mundane and dull as dishwater RPG's. Right now, BioWare produces soap opera's with storylines that make 80's after-school specials look Shakespearean.

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

Subject: Re: Generals 2
Posted by [nope.avi](#) on Tue, 13 Dec 2011 01:11:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Idk why people hate generals. It's not like every game needs a rock solid storyline or numerous subplots, just enjoy the game for the hilarious stereotypes and explosions. Buying generals and zero hour and hating on them for not having a storyline or deep characters is like going to see transformers and complaining because it wasn't schindler's list.

Subject: Re: Generals 2
Posted by [iRANian](#) on Tue, 13 Dec 2011 01:57:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

theres a difference between a storyline not being rock solid and it being absolute shit

Subject: Re: Generals 2

Posted by [R315r4z0r](#) on Tue, 13 Dec 2011 04:30:28 GMT

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

PermaGrin 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--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 the 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?

Subject: Re: Generals 2

Posted by [danpaul88](#) on Tue, 13 Dec 2011 08:51:44 GMT

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

Now *that* sounds like the EA we all know and hate. First they started slapping the C&C title on every RTS they produced to trick people into buying them in the assumption that they were actually C&C games and now they are (apparently) slapping the BioWare studio name on their "C&C" games to trick people into thinking they are going to be produced by BioWare instead of the old development team

Still, the trailers show promise... hopefully they don't fuck it up again.

Subject: Re: Generals 2

Posted by [liquidv2](#) on Tue, 13 Dec 2011 09:56:18 GMT

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

i think they aim to make it look neat so people buy it before they realize it isn't worth the money
that's how they keep cashing in on the multiple franchises they've absorbed over the years

Subject: Re: Generals 2

Posted by [argathol3](#) on Wed, 14 Dec 2011 01:31:58 GMT

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

Sad the community has been reduced to this...

I'll hold my doubts simply for my love of generals

Subject: Re: Generals 2

Posted by [TankClash](#) on Wed, 14 Dec 2011 06:37:40 GMT

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

Apparently it isn't about C&C anymore, it is about who made what and blah blah blah... bickering asstard fest.

But I'd wouldn't mind seeing another C&C Generals

Subject: Re: Generals 2

Posted by [Rocko](#) on Wed, 14 Dec 2011 09:54:17 GMT

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

Generals is great. The storyline is retarded but online it was a ton of fun. I probably played a few hundred matchmaking 1v1's. Did any here play Art of Defense maps? I loved those so much.

Subject: Re: Generals 2

Posted by [Jerad2142](#) on Wed, 14 Dec 2011 16:21:48 GMT

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

Generals 2: USA Single Player Level 4 Plot:

General, the GLA have captured the president, it is of the utmost importance that you attack the

facility and free him from their clutches. After all, the American people would be highly distraught if President Shepard were to die to GLA Terrorists.

Subject: Re: Generals 2
Posted by [Killgeak](#) on Fri, 16 Dec 2011 00:34:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rocko wrote on Wed, 14 December 2011 02:54: Generals is great. The storyline is retarded but online it was a ton of fun. I probably played a few hundred matchmaking 1v1's. Did any here play Art of Defense maps? I loved those so much.

yeah AOD was nice i think i played more of those then regular games.
Didn't really like the matchmaking though i prefer RA2

Subject: Re: Generals 2
Posted by [R315r4z0r](#) on Fri, 16 Dec 2011 00:45:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Of all C&C games, I liked Generals the least. But this looks substantially better than C&C4, which I haven't played since the Beta.

I honestly think that Generals 2 will be better than the first simply because they have a story concept now driving it forward. That is enough for me to at least try it.

Subject: Re: Generals 2
Posted by [liquidv2](#) on Fri, 16 Dec 2011 01:32:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

who's they, and what's the story concept

Subject: Re: Generals 2
Posted by [iRANian](#) on Fri, 16 Dec 2011 02:21:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

what kind of story concept is "HURR DURR TERRUEREISTS KILLED ALL THE WORLDS LEADER NOW ONLY GENERALS REMAIN TO LEAD THE WORLD OR WHATEVER HERP DERP"

Subject: Re: Generals 2

Posted by [R315r4z0r](#) on Fri, 16 Dec 2011 03:06:52 GMT

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

A better one than "HURR DURR COUNTIES FIGHT IN WAR KGO!"

Subject: Re: Generals 2

Posted by [iRANian](#) on Fri, 16 Dec 2011 03:07:57 GMT

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

yeah...not

Subject: Re: Generals 2

Posted by [R315r4z0r](#) on Fri, 16 Dec 2011 03:10:04 GMT

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

Dude, it's the difference between dirt and slightly more dirt.

Subject: Re: Generals 2

Posted by [iRANian](#) on Fri, 16 Dec 2011 03:37:29 GMT

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

okay thats true

Subject: Re: Generals 2

Posted by [TankClash](#) on Fri, 16 Dec 2011 06:33:10 GMT

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

I'd think the new GLA single player campaign would revolve in them winning the hearts... and minds of the American people. It would go more with today's genre, do you not agree? Maybe them taking out some kind of rouge cell trying to start some kind of financial/political (difference now a day? nah) war and such...

Instead of brute force it would be like some of the missions from other C&C games (Nod), if you remember.

Like how C&C 3 ended(kind of)? Can't be afraid to explore new territory even if that is home land based bias bull-crap, ya dig?

I'll stop there saying it may create some unforeseen spoilers...

It would be new... and different, and cause a lot of talk and nonsense... I think it would be a hilariously lucrative idea..

Subject: Re: Generals 2
Posted by [iRANian](#) on Fri, 16 Dec 2011 13:12:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah i agree that would be interesting. occupiers, democrats, socialists and other left wing lunatics helping the GLA overthrow the USA

Subject: Re: Generals 2
Posted by [Rocko](#) on Sat, 17 Dec 2011 04:23:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Fri, 16 December 2011 06:12yeah i agree that would be interesting. occupiers, democrats, socialists and other left wing lunatics helping the GLA overthrow the USA
wow the retarded occupy wall street protesters could be the new angry mobs

Subject: Re: Generals 2
Posted by [iRANian](#) on Sat, 17 Dec 2011 04:25:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

haha YES

Subject: Re: Generals 2
Posted by [liquidv2](#) on Sat, 17 Dec 2011 05:40:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

off-topic but i always thought it would be fun if they made a Garbage General
thousands of games of Generals and Zero Hour have been played, and millions (probably) of units and buildings have been destroyed...who cleans that shit up?
the garbage men and women of the world unite and make a global faction

instead of tanks they have garbage trucks armed with cannons and garrisoned by garbage men
angry sanitation mobs, trashapult artillery, Colonel Disposal, Junkyard Dogs (snipers, decked out in garbage camo), garbage can demo traps, acid rain generals promotion, septic tanks (toxin tractors), Compactors (huge grinder tanks), Street Sweepers (gatling tanks)

it could be fun

Subject: Re: Generals 2
Posted by [EvilWhiteDragon](#) on Sat, 17 Dec 2011 11:00:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Sat, 17 December 2011 06:40off-topic but i always thought it would be fun if

they made a Garbage General
thousands of games of Generals and Zero Hour have been played, and millions (probably) of
units and buildings have been destroyed...who cleans that shit up?
the garbage men and women of the world unite and make a global faction

instead of tanks they have garbage trucks armed with cannons and garrisoned by garbage men
angry sanitation mobs, trashapult artillery, Colonel Disposal, Junkyard Dogs (snipers, decked out
in garbage camo), garbage can demo traps, acid rain generals promotion, septic tanks (toxin
tractors), Compactors (huge grinder tanks), Street Sweepers (gatling tanks)

it could be fun
Sounds like a mod along the lines of Roofgnomes.

Subject: Re: Generals 2
Posted by [liquidv2](#) on Sat, 17 Dec 2011 12:42:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

sounds like you don't know what you're talking about

Subject: Re: Generals 2
Posted by [iRANian](#) on Sat, 17 Dec 2011 16:30:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

salvage general

Subject: Re: Generals 2
Posted by [kamuixmod](#) on Sat, 17 Dec 2011 21:27:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

well i hope u you dont lag this time while playing online like in ZH...

Subject: Re: Generals 2
Posted by [liquidv2](#) on Sun, 18 Dec 2011 06:32:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's using a different engine than Generals so it remains to be seen

and in my defense we detailed the Garbage General long before Salvage was even made
those thieves

Subject: Re: Generals 2

Posted by [kamuixmod](#) on Sun, 18 Dec 2011 16:36:34 GMT

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

with lag i didnt mean the fps ofc. i meant the connection. Since EA seems to fail in BF3 with the so called "good connection" either

Subject: Re: Generals 2

Posted by [kamuixmod](#) on Fri, 30 Dec 2011 19:17:10 GMT

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

well however. Lets hope it wont be like BF3, which u can throw completely into the shredder because Origin is included.

But its sadly most likely, they will force Origin inside the Game...

Subject: Re: Generals 2

Posted by [Dave Anderson](#) on Mon, 02 Jan 2012 07:47:30 GMT

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

liquidv2 wrote on Sat, 17 December 2011 23:32it's using a different engine than Generals so it remains to be seen

and in my defense we detailed the Garbage General long before Salvage was even made those thieves

Generals 2 is being developed on the Frostbite 2 engine that was developed by DICE for Battlefield 3. It should be a very smooth experience as long as they can develop using the engine API's correctly. The engine itself is very polished and well made.

Subject: Re: Generals 2

Posted by [Tiesto](#) on Mon, 02 Jan 2012 17:50:04 GMT

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

Generals challenge thanks

and a AFG plz

Subject: Re: Generals 2

Posted by [R315r4z0r](#) on Wed, 04 Jan 2012 15:25:27 GMT

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

Dave Anderson wrote on Mon, 02 January 2012 02:47liquidv2 wrote on Sat, 17 December 2011 23:32it's using a different engine than Generals so it remains to be seen

and in my defense we detailed the Garbage General long before Salvage was even made those thieves

Generals 2 is being developed on the Frostbite 2 engine that was developed by DICE for Battlefield 3. It should be a very smooth experience as long as they can develop using the engine API's correctly. The engine itself is very polished and well made. And can't be legally modded.

Subject: Re: Generals 2
Posted by [GEORGE ZIMMER](#) on Thu, 05 Jan 2012 01:52:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Wed, 04 January 2012 08:25And can't be legally modded.
...yes let's remove one of the biggest reasons PC gaming is worth it.

GG, EA. Fuck you.

Subject: Re: Generals 2
Posted by [Omar007](#) on Thu, 05 Jan 2012 08:34:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Generals 2
Posted by [bisen11](#) on Thu, 05 Jan 2012 09:51:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

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--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 the 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

Subject: Re: Generals 2

Posted by [GEORGE ZIMMER](#) on Thu, 05 Jan 2012 22:15:36 GMT

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

Omar007 wrote on Thu, 05 January 2012 01:34B^U

like all bum tickley comics, this would have been better if two of the panels were cut out (namely, the first two)

it's fucking true, though

Subject: Re: Generals 2

Posted by [iRANian](#) on Thu, 05 Jan 2012 22:31:52 GMT

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

i laughed at the B^U rape comic

Subject: Re: Generals 2

Posted by [Jerad2142](#) on Mon, 23 Jan 2012 14:26:01 GMT

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

bisen11 wrote on Thu, 05 January 2012 02:51

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

No, you get to learn how it connects to Dragon Age.
