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Subject: Not bad for a second rate spin-off from Tiberian Sun!

Posted by [KIRBY098](#) on Tue, 15 Apr 2003 18:54:30 GMT

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<http://www.foxnews.com/story/0,2933,84168,00.html>

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Subject: Not bad for a second rate spin-off from Tiberian Sun!

Posted by [Aircraftkiller](#) on Tue, 15 Apr 2003 20:00:11 GMT

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How is Generals a spin-off from TS? The two are nothing alike.

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Subject: Not bad for a second rate spin-off from Tiberian Sun!

Posted by [Cpo64](#) on Tue, 15 Apr 2003 20:32:14 GMT

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That is an interesting article, bad form of presentation on your part.

I recently thought of something... Why would EA deviate from the C&C storyline? Then I thought about how bad Renegade did. Must of us know the problems with renegade, but maybe they don't. Perhaps the thought the reason it did so poorly was because people were board with the 'same old thing.' So they change the story to gain new interest. Now if Generals does not do well, I would expect that will be the end of C&C. We want Generals to do well, not too well, but well enough.

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Subject: Not bad for a second rate spin-off from Tiberian Sun!

Posted by [Demolition man](#) on Tue, 15 Apr 2003 20:39:48 GMT

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I prefer C&C to stop. I want to remember it as great games. EA will only ruin the name.

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Subject: Not bad for a second rate spin-off from Tiberian Sun!

Posted by [maj.boredom](#) on Tue, 15 Apr 2003 20:44:30 GMT

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EA did a pretty good job with some FPS games, Battlefield 1942 and Solider of Fortune. They run smooth and function well. Maybe, someday, just maybe they could hook us up right.

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Subject: Not bad for a second rate spin-off from Tiberian Sun!

Posted by [Sir Phoenixx](#) on Tue, 15 Apr 2003 22:41:12 GMT

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Besides having "Command and Conquer" in it's title, and being an RTS, Generals and Tiberian Sun have nearly nothing in common.

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Subject: Not bad for a second rate spin-off from Tiberian Sun!

Posted by [Duke of Nukes](#) on Wed, 16 Apr 2003 06:27:44 GMT

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Generals isn't worthy of the C&C name...and I have to agree with Demo...they should maybe start making C&C only as FPS...but they need to work on the games longer and make them more bug free...perhaps not even call it C&C...just release a bunch of games that have C&C mode type gameplay

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Subject: Not bad for a second rate spin-off from Tiberian Sun!

Posted by [Rich\[HN\]](#) on Wed, 16 Apr 2003 09:32:47 GMT

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I don't mind if EA make C&C games, only if there at the best standed that they can get!

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