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Subject: Re: tiberium.com launched

Posted by [Dover](#) on Thu, 24 Jan 2008 10:03:51 GMT

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bisen11 wrote on Wed, 23 January 2008 07:32Dover wrote on Sat, 19 January 2008

18:50bisen11 wrote on Fri, 18 January 2008 10:28Spoony wrote on Wed, 16 January 2008

01:17read the 'quote' in my signature tbh

Generals isn't really C&C gameplay in my oppinion. It's more like Age of empires or one of those games... Plus FPS C&C gameplay is a lot different than normal FPS gameplay. C&C RTS gameplay isn't all that different than regular RTS gameplay. The main difference I'd probably note is they way the buildings are constructed.

That's it? That's the reason people don't like Generals? Because you have a "worker" unit doing building construction instead of the crappy (Before the nice facelift it got in C&C 3) sidebar system?

For fucks sake, learn to recognize progress when you see it.

"main difference"

Plus I never said I dislike like generals. Just that I like the other C&C games better (Tib sun and FS are kind of iffy as to whether better or worse than generals in my oppinion)

Care to name another difference? The only one I can think of is that there's no limit to how many super weapons can be built, but considering the ridiculousness of Superweapons in Yuri's Revenge, that's not much of a problem.

My ranking for C&C games is as follows:

- 1) Red Alert 1
- 2) Zero Hour
- 3) Tiberium Wars
- 4) Tiberium Dawn
- 5) Yuri's Revenge
- 6) Firestorm

I deliberately didn't include Renegade, since it's an FPS as opposed to an RTS. I also didn't include Sole Survivor, because I haven't managed to actually play against someone with it yet.

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