
Subject: Played the new C&C at E3
Posted by [djlaptop](#) on Thu, 13 Jun 2013 15:41:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's my E3 gallery: <http://imgur.com/a/R1xkY#0>
Here are just a few pics from the C&C event/booth itself: <http://imgur.com/a/FXBRr>

I played the game for about 20 minutes. It was pretty intense, because the waves of AI attack were just NON STOP. It gives you a countdown when the waves are coming, which sorta defeats the point.

Granted, I didn't know any of the units, but I did a decent job defending my base and attacking the enemy base for about 15 minutes until one of the waves finally overtook me. I definitely could feel that there was a lot of strategy to it that I just wasn't getting.

It's graphically beautiful and the audio is well done as well. But the big question: WAS IT FUN? Meh. It was okay. But I can't say that I had a huge amount of FUN the way I did with the oldschool C&C games. Maybe I just need to understand the units more or try some of the other gameplay types (like head-to-head multiplayer), but this one didn't really jump out at me. 20 minutes on this gameplay type was not enough to really draw me in.

The other point that some gamers care about: I confirmed with the lead of the project that there IS NO OFFLINE PLAY. All gameplay occurs on an EA server through Origin. He spun it as a feature (it prevents cheaters and saves your games, etc), but we all know that it's really a form of DRM. Hopefully they learned their lesson from Sim City and will have enough servers on launch day.

Subject: Re: Played the new C&C at E3
Posted by [sla.ro\(master\)](#) on Thu, 13 Jun 2013 19:23:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice galleries. C&C doesn't look bad, but... DRM, not again EA will screw it up once again.

Subject: Re: Played the new C&C at E3
Posted by [liquidv2](#) on Thu, 13 Jun 2013 19:27:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

i've noticed a trend with the last few EA-attempted C&C games
they essentially copy what everyone else is doing, and seem to put more into selling them than making them quality in the first place
they try to make it visually appealing and really sell the product; it's working quite well for them, because people keep going for it
companies like Blizzard make products that sell themselves; EA is quite the opposite

for the record, Generals was a good game - they somehow didn't fuck that up at all

Subject: Re: Played the new C&C at E3
Posted by [havoc9826](#) on Sat, 15 Jun 2013 05:31:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Thu, 13 June 2013 12:27i've noticed a trend with the last few EA-attempted C&C games
they essentially copy what everyone else is doing, and seem to put more into selling them than making them quality in the first place
they try to make it visually appealing and really sell the product; it's working quite well for them, because people keep going for it
companies like Blizzard make products that sell themselves; EA is quite the opposite

for the record, Generals was a good game - they somehow didn't fuck that up at all
<http://www.youtube.com/watch?v=e-LE0ycgkBQ>

Subject: Re: Played the new C&C at E3
Posted by [Xpert](#) on Sun, 16 Jun 2013 12:27:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just like all the other C&C games created by EA, it was incomplete. Generals was released with 30% of its stuff not done. Zero hour was worst. Half their shit wasn't done and they didn't finish making all the head generals except the Chinese one.

Subject: Re: Played the new C&C at E3
Posted by [Bazil](#) on Sun, 16 Jun 2013 15:01:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Incomplete? C&C4 seemed complete to me
complete shit

Subject: Re: Played the new C&C at E3
Posted by [Sean](#) on Mon, 17 Jun 2013 22:37:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Thu, 13 June 2013 12:27for the record, Generals was a good game - they somehow didn't fuck that up at all[/color]

The reason why Generals is/was a good game, is because it was pretty much complete by Westwood before they got took over by EA.

Subject: Re: Played the new C&C at E3
Posted by [liquidv2](#) on Tue, 18 Jun 2013 17:59:25 GMT

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

is that true?

Subject: Re: Played the new C&C at E3
Posted by [Xpert](#) on Wed, 19 Jun 2013 02:41:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sean wrote on Mon, 17 June 2013 18:37liquidv2 wrote on Thu, 13 June 2013 12:27for the record, Generals was a good game - they somehow didn't fuck that up at all[/color]

The reason why Generals is/was a good game, is because it was pretty much complete by Westwood before they got took over by EA.

Westwood had nothing to do with Generals, unless you want to consider the Westwood developers working for EA.

The only thing you can consider westwood had a piece in is Generals uses the same engine as Renegade.

Subject: Re: Played the new C&C at E3
Posted by [Dev*](#) on Wed, 19 Jun 2013 06:59:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

@ http://en.wikipedia.org/wiki/Command_%26_Conquer:_Generals

"The Windows version of Generals was developed by EA Pacific and published by EA Games"

"Generals utilizes SAGE (Strategy Action Game Engine), an extended version of the Command & Conquer: Renegade's 3D engine."

C&C Generals was also designed by Dustin Browder (The Lead Designer for C&C Red Alert 2)

Subject: Re: Played the new C&C at E3
Posted by [Sean](#) on Fri, 21 Jun 2013 00:22:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Tue, 18 June 2013 10:59is that true?

Indeed it is, I read up on it a while ago when I was doing research on Westwood.

http://cnc.wikia.com/wiki/Westwood_Studios

Read this.

I know that its true as I don't forget something like that, I'll keep digging and see if I can find more information that backs this up.

Specifically this part:

Toggle SpoilerLittle is known that the last Command & Conquer produced by Westwood was Command & Conquer: Generals released in 2003, not Renegade. Westwood was closed later that year, possibly because they could not adapt to the development pace set by EA, and EA Pacific, later EA Los Angeles continued working on the Command & Conquer franchise. This led to the cancellation of several projects like Renegade 2, Tiberian Incursion and Continuum.

Subject: Re: Played the new C&C at E3
Posted by [Sean](#) on Fri, 21 Jun 2013 00:36:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can't edit my post? mm, this as well.

http://en.wikipedia.org/wiki/Command_%26_Conquer#Generals_series

Specifically this:

Toggle SpoilerChronology[edit]

Westwood Studios (1995–2002)

- 1995 – Command & Conquer
- 1996 – Command & Conquer – The Covert Operations
- 1996 – Command & Conquer: Red Alert
- 1997 – Command & Conquer: Red Alert – Counterstrike
- 1997 – Command & Conquer: Red Alert – The Aftermath
- 1998 – Command & Conquer: Red Alert – Retaliation
- 1997 – Command & Conquer: Sole Survivor
- 1999 – Command & Conquer: Tiberian Sun
- 2000 – Command & Conquer: Tiberian Sun – Firestorm
- 2002 – Command & Conquer: Renegade

Also, special thanks to djlaptop for posting these screenshots, I very much appreciate it, as I'm sure everyone else does.

EA Pacific (a.k.a. Westwood Pacific) (2000–2003)

- 2000 – Command & Conquer: Red Alert 2
 - 2001 – Command & Conquer: Yuri's Revenge
 - 2003 – Command & Conquer: Generals
-