

By: Jaiiparjy2008 Games Editor

[Golden Times for "Supreme Commander"](#)

Beta days are over, it's time to manufacture.

Developed by RTS designer Chris Taylor and Gas Powered Games, "Supreme Commander" is scheduled to ship to retail outlets worldwide on 20th February. It is said to be a huge success having "pushed all boundaries" with new gameplay experience and massive scale stages that will meet the satisfaction of RTS players all over the world when it's released. Introducing the first-ever full Theatre of War zoom function and the three-story-driven campaigns will make multiplayer gamers get hooked on it in no time. The actual comments on this come from Chris Taylor, creative director and CEO, Gas Powered Games: "Supreme Commander" delivers the first-ever full Theatre of War zoom function, adding tremendous depth to the three story-driven campaigns and highly addictive multiplayer. "Command and controls have been taken to a higher level along with the three campaigns, which even in single-player mode will shine. Scope and scale as never seen before is what this game is all about and now that it has reached the gold master stage of development, it is ready to enter the manufacturing process. The game will be available only on [PC](#) for now and it's already on its way on becoming a blast as the following statements from anxious gamers show: "Awesome. What I want to know is, if it's gone gold, why can't I buy and download it NOW", or "FINALLY a reason to have a PC", or (my personal favorite): "[Total Annihilation](#) is still on my harddrive, and still played on a quasi-regular basis, please, please, please, please live up to it." Needles to say the 20th [February](#) is a long waited day for a lot of RTS hungry gamers.