

## Generals Questions

### Will there be different game modes?

Yes! However, the only game mode available on release will be world domination. Our online game mode is robust enough that we can implement many new online game modes without pushing an App Store update to the client. Look for information on upcoming game modes soon.

### Will there be an iPad version of Generals?

Yes! Once the iPhone/iPod Touch version is released we will commence development on the iPad version. The iPad version will be bundled with the iPhone version at no extra charge so you only need to purchase once to play everywhere!

### I have a suggestion!

We welcome your suggestions and feedback. Please forward all suggestions to [generals@cyrillian.com](mailto:generals@cyrillian.com) or post them on our forums!

### I found a bug!

Sorry about the bug! Please send us details on the bug and how to reproduce it (if possible) at [support@cyrillian.com](mailto:support@cyrillian.com).

## Online Multiplayer

### How does the online rating system work?

Generals online rating system is based on Jeff Moser's Moserware Skills, an open source implementation of Microsoft's TrueSkill rating system used in Xbox Live to rank and match players.

Jeff has posted a detailed article on his implementation here:  
<http://www.moserware.com/2010/03/computing-your-skill.html>

Be sure to check out the links at the end of Jeff's post for further reading!

### Is the online multiplayer free?

Once you purchase Generals, all features of the app are available to you. There will never be a charge for online multiplayer.

### I won a match but did not receive any rating points!

If the duration of a game match is less than 5 minutes, no points will be awarded. This safeguard is in place to make it more difficult for people to inflate their scores.