

---

Subject: RA 1 Mod Suggestion

Posted by [Sir Phoenixx](#) on Fri, 04 Apr 2003 02:59:57 GMT

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

---

DBBSir PhoenixxDBBOops I guess I made a boo-boo.....sorry for opening my mouth....I forget that you cant have your own opinion around this place anymore.....bah oh well.

Just because they won't implement your suggestion to screw up Ren Alert? Lol... Whine and sarcastically insult everyone else when you don't get your way. :rolleyes:

Um no. I made a "suggestion" its a beta. I should of gotten a simple no or that would defy the point not rude mushroom comments. So there for if you dont like my freedom of speech, well then your out of luck bro.

Why does everyone think that freedom of speech is applicable on forums? lol...

AprimeDude,It's based on RA1, not on the magical mushroom land.

L3f7H4nd3dJust because we're deviating slightly from Red Alert doesn't mean we're going to fuck up the entire concept and give the allies a double-barreled tank. :rolleyes:

Aprime  
As I said.

Quote:Dude,It's based on RA1, not on the magical mushroom land.

These were the only 3 replies in this thread that gave negative criticism about your suggestion, and what do you know, they all gave "a simple no or that would defy the point". Your "freedom of speech" (which as I said isn't applicable on forums like this), isn't threatened, not liked, etc. just because you can't take negative criticism, even though your suggestion was really lame.

Why is it lame? Because this is a Red Alert modification, meaning that it's being made after Red Alert, which is very obvious. Adding stuff (giving the Allies the heavy tank and other stuff that they didn't have in Red Alert) would destroy it and defy it's purpose, which was to closely resemble the original game.

---