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Subject: Re: Renegade 2???

Posted by [Renegade](#) on Sat, 02 Jun 2007 17:06:55 GMT

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MaidenTy1 wrote on Sat, 02 June 2007 12:34 Fobby wrote on Sat, 02 June 2007 10:51 It doesn't follow the storyline intended by Westwood, but still follows a storyline started by Westwood. Soviets were supposed to win RA1, which led to Tiberian Dawn. However RA2 is what would happen if the Allies had actually won.  
rofl...

RA2's "story" is banging it out to the dim-witted, overly patriotic American audience. It constantly portrays the USA as the force who bravely took the Soviets down first time around, and Europe as being whiny surrender-monkeys who can't achieve anything without American help.

Bear that in mind then go play RA1, tell me if you see a single American commander or soldier.

I'm perfectly aware of the "RA2 is what might happen if Allies won RA1" theory, but it's still laughably inconsistent with RA1. Aside from that, I don't judge games by their storyline. Just pointing out that if you someone else judges Generals by its storyline, look at fucking RA2...

Bad story line, decent missions and good multiplayer.  
Rocketeers however, we're by far made too strong.  
Time and time again, I see Mutiplayer wars won by the rocketeers.

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