
Subject: Re: cnc3 is the best CNC game to date
Posted by [nopol10](#) on Sun, 02 Dec 2007 11:46:28 GMT
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Dover wrote on Sun, 02 December 2007 19:26 I'm dumbstruck at how many people said RA2 over RA1. I'm pretty young myself (Just turned 18), but even I'm old enough to remember the glory that is RA1. RA2 is a parody, at best.

A non-biased, side-by-side comparison:

-RA1 had a serious, realistic(ish), significant storyline. While playing, you could really believe that you are part of a war, and the outcome will change the world.

-RA2 features antics such as Premier Rominov being caught in his underwear and Yuri being "locked up" for waging war on humanity and unleashing genetic abominations upon the earth. Also, potentially world-changing plot twists (President gets mind controled, Major US city gets nuked) are quickly blown off and dismissed, effectively ignored for the rest of the game. Wtf?

-RA1 has a pretty clear timeline, and while there are a few things that pop out as having "not been invented yet" by 1950 (Iron curtain, gap generator, chrono tech), there are fictional creations only available at the highest tech level, where canon explains their development.

-RA2 has trouble deciding which time period it takes place in. The RA2 wikipedia states that RA2 takes place 20 years after RA1 yet, Tanya hasn't aged a bit in that time. The Sears Tower and World Trade Center were barely starting to be built by 1970, and since WWII never happened, it is silly to have WWII memorials in Pearl Harbor.

-RA1 featured fairly balanced gameplay, and for every concieveable attack, there is a fairly effective counter.

-RA2 Chronosphering nine iron-curtained prism tanks into the middle of an enemy base, destroying everything of any significance within 15 seconds and suffering no losses? Elite Deployed GIs can outrange Tesla Coils, and destroy them in no time? One soldier sinking an entire navy fleet? Give me a fucking break.

-RA1's superweapons were not game makers or game breakers, but just something that could tip the scales in your favor or provide a slight temporary advantage. Calling them superweapons in itself is really a bit silly. The game is still won or lost by conventional RTS strategy and tactics, not turtle while you rush to build superweapons.

-RA2's superweapons (And the superweapons of every game following TS) are just...wtf...

Very true.
