
Subject: Re: RA: A Path Beyond - Important notice.
Posted by [Dover](#) on Wed, 16 Jan 2008 02:31:26 GMT
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One Winged Angel wrote on Tue, 15 January 2008 18:02MWright968 wrote on Mon, 14 January 2008 23:12sadukar09 wrote on Fri, 11 January 2008 14:50MWright968 wrote on Fri, 11 January 2008 14:38APB sucks.
Only because I rape you in it.

haha, sadukar poppin a boner for thinking hes better than me at some shit mod, Imfao.
APB isn't a mod.... It is it's own game....

Dover wrote on Tue, 15 January 2008 00:06One Winged Angel wrote on Mon, 14 January 2008 13:56All lies, RA2:AR ftw

Maybe if AR was
You know
Done?

And APB has better source material than AR, because it's an indisputable fact that RA1 > RA2, by a landslide.

I can agree with you on the fact that it isn't done and all, but I don't discriminate too much between the Red Alert games, they were both awesome in their own ways (RA2 especially wins gold stars on voice acting for the units).

Any win it gathered with unit voice acting, it more than made up for with the botched storyline and cheesier-than-TS (Quite a feat) FMVs.

Maybe if their endings were something more serious than "LOL LOOK @ COMMUNIST UNDERWAREZ!" or "LULZ YURI MAKES GENOCIDE SO WE LOCK HIM UP 4EVER", I might respect RA2 more.

No, wait scratch that. They killed any chance of that with their silly balance (Heroic GIs outrange Telsa Coils?!) and un-counterable tactics (chronosphereing 9 prism tanks, off the top of my head, in addition to tying with Generals for worst-implemented superweapons.

Last, and probably least on my list of grievences with RA2, the lack of any real air force bothered me deeply (Harriers sucked, and if you were Korea to get Black Eagle jets everyone instantly knew to turtle up their AA)

RA1, on the other hand, was absolutely flawless.
