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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [OWA](#) on Wed, 16 Jan 2008 18:06:41 GMT  
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Dover wrote on Wed, 16 January 2008 02:31

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.

Lighten up a little, it was damn funny. You may not accept RA2 as a sequel to RA1 but it is still an awesome game in it's own right.

Dover wrote on Wed, 16 January 2008 02:31No, 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.All of these are totally counterable.

Dover wrote on Wed, 16 January 2008 02:31

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)The Kirovs were freaking epic.

Dover wrote on Wed, 16 January 2008 02:31

RA1, on the other hand, was absolutely flawless.  
Well you have your opinion and I have mine.

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