
Subject: Re: RA: A Path Beyond - Important notice.
Posted by [Dover](#) on Wed, 16 Jan 2008 21:46:49 GMT
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One Winged Angel wrote on Wed, 16 January 2008 10:06 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.

It was funny the first time, but RA had already established it's own kind of dark humor ("Nadia! This tea is excellent!). If I wanted slapstick comedy, I'd watch Benny Hill. The game has been titled "Red Alert 2", and with that come certain expectations of the game's atmosphere. The game is entirely too light-hearted for the events that take place. For example, Chicago gets obliterated, and it feels like nothing wrong has happened.

One Winged Angel wrote on Wed, 16 January 2008 10:06 All of these are totally counterable.

Please keep in mind that using one set of 9 prism tanks, I was able to destroy the all three nuclear silos in one go in the second-to-last allied mission. That means that is enough firepower to destroy three (Well defended) superweapons. Keep in mind, also, that using this, I can strike anywhere.

And have mercy on you if I capture an Iron Curtain (Or an MCV and tech up to the Iron Curtain) and make them invulnerable!

One Winged Angel wrote on Wed, 16 January 2008 10:06 The Kirovs were freaking epic.

They were epic. Agreed.

They were also slow. very very slow. So slow that with enough patience and micro a single IFV or apocolypse tank could destroy an infinite number of these. Ship-based AA fares even better.

One Winged Angel wrote on Wed, 16 January 2008 10:06 Well you have your opinion and I have mine.

Fair enough.

[NEFobby[GEN] wrote on Wed, 16 January 2008 12:37][Fucking spam-ass plecos picture removed by moderator]

A sailfin pleco? Interesting find.
