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Subject: Re: Command & Conquer: Red Alert 3  
Posted by [Dover](#) on Wed, 13 Feb 2008 03:55:15 GMT  
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Originally Blue wrote on Tue, 12 February 2008 19:14Dover wrote on Tue, 12 February 2008 21:05{SB}Lone0001 wrote on Tue, 12 February 2008 19:03RA2 and YR ROCKED!

Which part, exactly? The endings where Tanya discovers Soviet leaders in hammer-and-sickle underpants? The part where Yuri gets locked up for being "A bad, bad man", the GIs that outrange tesla coils, or the overpowered superweapons?  
Screw the story, it's the gameplay that matters to me.  
and the overpowered superweapons can be disabled, you know...

I'm buying a complete package, not just gameplay. You know what you call a game without very much story? The Dead Or Alive series.

And saying it's okay, because the superweapons can be disabled is like saying the AWP can be disabled, so Counter-Strike is a perfectly balanced game.

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