
Subject: Re: Command & Conquer: Red Alert 3
Posted by [rm5248](#) on Wed, 13 Feb 2008 17:38:14 GMT
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IronWarrior wrote on Wed, 13 February 2008 09:16Renx wrote on Wed, 13 February 2008 08:41IronWarrior wrote on Wed, 13 February 2008 08:33RA1 was pretty boring and dull for me, yeah it was fun to play, but RA2 has alot more depth then RA1.

Are you drunk? RA2 had the depth of a pie plate

Too few units in RA1, everything looked crap and was just slow.

Well, that was probably because they released it very quickly after TD, because everybody wanted more. And because it was released in 1996. And because it was released in 1996, it wasn't like everything could look amazing because of the computer technology at the time.
