
Subject: Re: Command & Conquer: Red Alert 3
Posted by [Starbuzz](#) on Wed, 13 Feb 2008 20:18:02 GMT
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Is this a seperate game from EA or a mod? Looks like a mod to me from those SS.

Dover 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?

Well, Dover...what more can you expect from a product made by the American entertainment machine?

I too hated the fact it showed Russians as inferior and stupid but hey, it's a game and we both know that in real-life, Russians would kick ass and won't take shit lying down.

But reagardless, I kicked ass with the Soviets when I was online. I loved the game for it's vibrant color, graphics, gameplay, entertainment, and replay value. I hated the usual bias but hey, it's a game.

As for the superweapons, I agree they were overpowered but the expansion YR with the Force Shield kinda made it a bit balanced. Along with that, if you focus on a mobile defense (with vehicles) rather than power-consuming defenses like Tesla Towers, then you would be better prepared against an opponent who attacks (or Chrono's in) after creating a Weather Storm over your base.
