
Subject: Re: Command & Conquer: Red Alert 3
Posted by [Nukelt15](#) on Mon, 18 Feb 2008 19:33:31 GMT
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To be fair, RA1 was technologically the same as TD- same engine, same look (right down to the sprites used for the units, many of which were identical in every way to their TD counterparts)- it just had more depth and variety in gameplay than its predecessor. I think we can all agree that RA1 was a very different game in the end despite being visually identical to TD.

However, I agree that EA is just being lazy by re-using the same engine, because the odds are pretty good that RA3 will make no major additions or alterations to gameplay. They're essentially doing what was done with BF2142- make some minor tweaks, change the look and a couple key units, and call it a new game. The basic concept behind the game will remain the same- rushfest, superweapon spamfest, call it what you will- and the concept behind what EA calls an RTS these days just doesn't make it to the level of the games we know as classics of the genre(TD, RA1, Warcraft II, Starcraft, Homeworld, Total Annihilation, etc).
