Subject: Re: Red Alert 3 buying survey
Posted by R315r4z0r on Fri, 10 Oct 2008 19:39:45 GMT
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KIRBY-098 wrote on Fri, 10 October 2008 12:59Here's what I don't get :

RA was a limited universe and a win or lose event for the soviet union. Why is EA trying to squeeze this very limited interim connective universe for C&C 95 into a multi-universe wierdo plot?

Why not move on to another universe or better yet make campaign based plot based on missions and events from the first game? There's a whole lot more story to be told there.

Instead we're getting these weird one offs with ridiculous tech and characters...

Instead of releasing RA2 as a standalone they should have released it as an expension of the initial universe, and then adressed the period between the allies' win and the founding of the GDI. THAT's where a story and the potential lies without corrupting the games that came before.

Instead we get: "Oh just pretend that never happened." and as a result many fans are confused and disregard the plot which in turn erodes the replayability and fan followups.

I don't want a multiplayer RTS. I want a dynamic SP game with replayability and won't deliver the same experience twice yet still has a central hook that brings me back to the table.

That is where the power of the first four releases of c&c came from and what everything from generals on has lacked.

RA2 is a sequal to RA1, which can be drawn to by watching the installation movie (connecting RA1 & RA2). RA3 uses time to RE-WRITE RA2, so according to RA3, RA2 never happened, neither did Yuri's Revenge.

Now, the reason why EA wont connect the Red Alert universe with the Tiberium universe is due to simple misinterpreted care for the series. EA took over Westwood's operations in the C&C franchise. However, after the reception of Generals, EA realized that the C&C community isn't a group they can just bait a game to as long as it has the C&C label on it. That is why they tried to use what Westwood did and gain trust of the C&C community.

However, while using the stuff Westwood provided for them, they also added in their own things to see what they could make. Basically experimenting the dos and do nots of making a C&C game.

In EA's eyes, connecting Red Alert and Tiberium does two things:
1. They think it will make the fans be all "WTF?!" and get really pissed off at them because they are just butchering the series.
2. They believe that the C&C community is vast and wide, with people supporting Tiberium, Red Alert, or both. Therefore, from a business standpoint, they would logically profit more by not combining the universes. Why should they make money off just the Tiberium universe when they can make money off of both the Red Alert & Tiberium universe? (Not to mention any other

universe that they make in the future).

However, if I could give EA a valid suggestion, I would suggest using the Soviet victory as canon for the Tiberium universe, while leaving the Allied victory as canon for RA2 (and now RA3) That way they can combine RA and Tiberium (and thus have room to make a new game (namely Renegade 2)) while still making money off of Red Alert by using the Allied victory in RA1.