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Subject: Re: Any word on next C&C?

Posted by [u6795](#) on Tue, 06 Jan 2009 19:53:19 GMT

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R315r4z0r wrote on Tue, 06 January 2009 12:44u6795 wrote on Tue, 06 January 2009 06:36I wanted RA3 with Nazi's. Since EA seems so intent on having a disregard for things that cannot be possible in the Red Alert timeline (like Japan) I figured it'd make equal sense to have the Nazi's exist in RA3- since Einstein was eliminated, Hitler in turn was not, tl;dr making Nazi Germany still a world power.

Faction could be made super awesomely too, with all the witchcraft and Nazi magic that fiction likes to attribute to the Nazis, and also various real technologies Hitler was working on such as the Land Battleship and jet fighters.

One thing I'd want though, while the rest of the game could be cheeky as fuck and I wouldn't care, the Nazi faction would have to be SCARY. Not corny-laugh-about-it scary, but real, shit-your-pants-at-how-menacing-and-truly-evil-the-nazi-characters-are scary. The Soviets don't know who Hitler is at the time they go back in time to eliminate Einstien. They go back in time to a date after Einstein already took out Hitler. That's why when the Soviets get back, Nazis don't exist and Japan had no one to stop them from gaining power. It's also the reason why the Chronosphere still exists.

Why couldn't it be possible for the Rising Sun to become a super power?

But the thing is, even with removing Einstein, according to RA2 World War II in the Pacific at least partially happened which would have destroyed/weakened the Japanese enough not to be a goddamn Empire like in RA3. At the very least, it wouldn't be such a SHOCKING CRAZY INSANE SUPRISE that the Japanese are powerful in RA3, considering the Allies would have already fought them. It's also really gay. I think Japan as a faction was a shitty idea, as there were so many other badass alternatives.

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