
Subject: Re: What Will Be Finished First!?!?!?
Posted by [Dover](#) on Wed, 16 Sep 2009 23:59:48 GMT
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R315r4z0r wrote on Wed, 16 September 2009 18:29Dover wrote on Wed, 16 September 2009 19:04

Kane was in RA1, back when the series was good.

Correction, he was in RA1 back when the series actually sucked more than it does now.

Red Alert has always sucked. RA1 was the worst out of all of them.

Yes, I enjoy invoking conversations like this. You're next post is probably going to be somewhere along the lines of "You're a moron. How can you possibly think that cartoonish faggotry can compare to the gritty alternate war game that was RA1? Can you give me a reason other than "it sucks?"

Balance issues aside, the endings were trash. How can you compare Stalin choking a bitch after having been poisoned because he conquered all of Europe to "LOL LOOK @ KOMUNIST UNDREWAREZ!!1!"

And RA2/3 are a bit confused as to their themes. Do they want to be a game about world domination? Do they want to be the RTS equivalent of the Benny Hill show? You can't do both. They don't mix.

Thirdly, the game marks a sad shift in the C&C series that has persisted to this day -- substituting substance for style. Instead of making sure you have a high-quality game and solid plot, you can just leave it more-or-less done and incorporate a few hotties in the FMVs, and fanbois will still lap that shit up. The only C&C game since that hasn't given in is Generals, and retards seem to have some kind of pent-up impotent rage against it. Probably because the lack of tits.

Anyway, no matter what your opinions on the feel of the game, I'm pretty sure we can all agree there's no excuse for GIs outraging Telsa Coils.
