
Subject: Re: What Will Be Finished First!?!?!?
Posted by [Dover](#) on Thu, 17 Sep 2009 04:39:14 GMT
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R315r4z0r wrote on Wed, 16 September 2009 18:22Note, I did not say they were "good games." I just said I disliked RA1 more. It's much like Starcraft in that it's gameplay, style and story are so boring that you couldn't pay me to finish the campaign. I just don't have the luxury of an attention span that lets me play games that are boring and not fun. I think I got to like one of the last few missions for both campaigns before I stopped playing.

I'll do you a favor and pretend you didn't just insult StarCraft.

R315r4z0r wrote on Wed, 16 September 2009 18:22The other RA games had crappy stories too, but their cutscenes at least provided some entertainment value. I dreaded the cutscenes in both TD and RA1 for how embarrassingly horrible and flat out stupid they were.

Compared to? They were much much better then the terribad cut scenes of Tiberian Sun.

R315r4z0r wrote on Wed, 16 September 2009 18:22Look. I'm a glutton for game content. If there is something in the game, I want to experiance it because I feel like I'm missing something if I don't. I like to fully watch all cutscenes in games and rolyplay accordingly. Immerse myself in the plot, so to speak. RA1's FMVs were just so horrible, that I couldn't bare to watch them. They are probably the only game that I've ever intentionally never wanted to watch cutscenes from.

I guess there's no accounting for taste (Or lack thereof, in your case).

R315r4z0r wrote on Wed, 16 September 2009 18:22The way I see it.. at least RA2 and RA3 had the element of humor to work off of. That's the only thing that got me through those games' stories.

I don't care what you tell me, but if my default emotion, for watching and playing the game, is embarassment, then there is no possible way you are going to convince me it's worth my time and effort.

You didn't find the humor embarrassing at all? Half of the "humor" wasn't funny, and there's nothing as embarrassing as the awkwardness created by bad jokes. At least RA1 and StarCraft were good, solid RTSes. They had substance, which is something RA2/RA3 lack entirely.
