
Subject: Re: New C&C game confirmed!

Posted by [Starbuzz](#) on Wed, 27 Oct 2010 15:02:48 GMT

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GEORGE ZIMMER wrote on Tue, 26 October 2010 16:26 Yeah, people overlook how ridiculous RA2 was then bash RA3 for it. RA3 was basically the same nonsense, just with more professional actors and whatnot.

naw, that's just not true! RA2 can't be mentioned in the same line with RA3.

If you look at RA2, besides the few goofy scenes, and a semi-believable storyline, you had solid faction armies with realistic infantry, vehicles, and superweapons. It was a pretty good set of armies and navies with a variety of maps to use them on.

That was simply not true with RA3. EA applied the silly stupidity to the UNITS AS WELL. Bears and the Soviet Bullfrog (vehicle that shoots infantry out a circus cannon) along with a ship that grows mechanical legs to walk on the land says all about EA's stupid STUPID game.

What's more, first impression is everything. The RA3 trainer mission had the 3 faction tanks talking to you like as if you were a 6th grader. That instantly turned me off and it made me feel embarrassed to have bought the game. I am not even kidding.

With RA2, you had solid armies with efficient and deadly looking units and I had solid fun for 4 years.

All I am saying is that RA2 cannot be compared to RA3 and put in the same bunch. EA took it way up the top. They made the game so silly it turned me off. They were so desperate that they even included a poster of all the cheap b*tches with the game.

And let's not forget, RA had some funny shit too:

<http://www.youtube.com/watch?v=H24bpgkiK1I&feature=related>

Imao

If someone looked for realistic itty gritty warfare and a sobre atmosphere, then RA is the way to go. RA2 was a bit more goofy but overall, only a couple scenes qualify as being silly and this can be overlooked when you had good faction armies and navies and good maps and missions. The intro was pretty badass for example. In RA3, pretty much every cutscene was comical garbage.

RA3 was a waste of money and a further degradation of the C&C series.
