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Subject: Re: New C&C game confirmed!

Posted by [R315r4z0r](#) on Wed, 27 Oct 2010 19:32:02 GMT

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Starbuzz you kidding? RA2 was a complete laughing stock. RA3 was too (perhaps arguably more), but that was the point. You can't hold RA2 higher than RA3 because they are on the same level, aesthetically. I mean, Yuri alone is a complete black mark on that entire universe. He has to be the most stupid character ever invented.

Now mechanically, I believe RA3 is much better than RA2. In fact, before RA3 came along, I outright hated the Red Alert universe because it was nothing more than boring story (RA1) and a compilation of retarded unit designs and scenarios (RA2). While RA3 did continue that trend, it also managed to improve C&C gameplay dramatically, IMO. Granted they restricted some freedom when it came to collecting resources, but I think that the ore node system was the first step onto something really great.

I think RA3 is the best C&C game to date, discounting Renegade. It's the only C&C game, again, discounting Renegade, that, when I played it, actually made me want to play online. Not many games do that, especially RTS games.

While Renegade was the first C&C game I ever played, RA2 was the first RTS game I ever played. Not only that, but it was the first game I ever played online. I've, to date, only played about 5 matches of RA2 online. I played RA2 for two matches, then moved onto Renegade. I remember that day was the first day after we got dial-up internet installed.

I tried to play RA2 online and was like "hey, this is pretty neat" and then I realized "oh what about Renegade!?" That's when I ditched RA2 for Renegade and never looked back except when a friend asked me to play with him. TBH, I really don't like RA2 that much. It's pretty much in the same boat with C&C3. In fact, if C&C 3 didn't have cranes, the two games would play almost the exact same way. Those two are definitely the most spammy C&C games.

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