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Subject: Re: New C&C game confirmed!

Posted by [R315r4z0r](#) on Wed, 27 Oct 2010 22:45:19 GMT

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RA1 wasn't realistic. Far from it. It just had a dulled color scheme.

The game is based off of technology that doesn't exist. That's the preface of the game; that's the whole concept of the game.

All of the technology in RA1 was based off of failed real-world experiments. Without even playing the game you can conclude that the goal of the game is that it is not supposed to be realistic.

Chronospheres, tesla technology, M.A.D. tanks, etc. The existance all of these things proves that the game isn't supposed to be 'griddy' or 'realistic.' The only reason people think that is because of the palette of colors used in the game. If RA2 used the same dulled palette, people would think it's just as realistic as RA1 and the same goes for RA3 as well.

RA1, RA2 and RA3 are all in the same cartoony boat. The only difference is that the latter two are brighter and more vibrant than the first (and also that the cut scenes in RA1 tried too hard to make everything seem real that it had a complete 180° effect).

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