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Subject: Re: New C&C game confirmed!

Posted by [GEORGE ZIMMER](#) on Wed, 27 Oct 2010 22:51:14 GMT

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Actually no, it wasn't the technology or just the palette that made it "realistic". It was more of the story, how things panned out, the way the units sounded... etc. It wasn't as ridiculous, nor as over the top as RA2. Yes, the color palette also had something to do with it, but the general graphics, the feel of things... It didn't feel as over the top.

Basically, if that technology existed, it felt like that's how RA1 would have panned out.

Also a thing that bugged me about RA2 was how every Allied unit except the specific country units were all HURRR AMERICA. (with the exception of the battle fortress)

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