
Subject: Re: New C&C game confirmed!
Posted by [Starbuzz](#) on Thu, 28 Oct 2010 12:57:30 GMT
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Dover wrote on Thu, 28 October 2010 02:06
Funny, yeah, but in a subtle way, not in the "LOLOLOL YURI GOT PWNED BY THAT DINOSAUR" kind of way. Don't ever compare the two.

not at all comparing and definitely subtle. Just pointing out something silly in an otherwise itty-gritty war game. Though I must admit I am clutching at straws here as a "dictator screwing his secretary" is not that far off from reality. A Soviet general (Vladimir) playing around with MILFS from Florida in a hot tub is [not subtle] but understandable! Then again, the whole game (RA2) is on a different level to RA.

Dover wrote on Thu, 28 October 2010 02:06 God damn. Just thinking back to the RA2 endings makes me rage. >:[

Don't let the cheesy scenes stop you from playing with the units! One thing I liked so much of this game was the replay value even after I finished the campaigns. You can have endless skirmish fun. Get a map like the Bering Strait and fill all the slots with Brutal AI against yourself and you will have a game on your hands using all the units including navies. It's the units; both infantry and vehicles/ships that keep me from getting bored. No valid complaints really exist against them!

That's why I dislike RA3 so much. I don't really mind the cutscenes but the idiocy extends to the units as well. And THAT is what made me feel like I wasted my money; and that is never a good feeling.

edit:

Zeratul wrote on Wed, 27 October 2010 22:43 Shroud regrowth is in ra1 just checked it. its under "shroud regrows" last choice on checkable items in skirmish setup idk if its in ra2 and dont feel like checking

Shroud regrowth is not in RA2/YR but for good reason. I don't think it was even an option. There were rumours that it wasn't included because WW could not get it working (wtf?).

My personal pet theory is that the gameplay mechanics didn't need a fog or shroud growing back in. The Allies have the information advantage. They can just put up the Spy Satellite Uplink building and whooosh; the entire map gets revealed. Not to mention they can use the Gap Generator to cover themselves up as well. Sneaks!

Also the Soviet Phychic Sensor in RA2 and Yuri's Phychic Radar reveal incoming enemy attacks.

So really these 4 features/buildings make using the reoccurring fog-of-war pointless and would not have made sense in the game. That's why I think they were taken out.

If this did not already disadvantage the Soviet factions, a re-occurring shroud would have. The Soviet player also have to deal with Spies sneaking into the Radar Tower and undoing all the hard

work he has done to uncover the map. Thankfully, the dogs are cheap to produce and it greatly helps the Soviets to uncover the fog that way. YR balanced it for them greatly though. They got the Spy Plane and the Siege Chopper acts as an ideal scout late in the game.
