
Subject: This just in: RA3 gets decent soundtrack.
Posted by [Nukelt15](#) on Sat, 21 Jun 2008 16:47:58 GMT
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...and I'm completely shocked that there's not already a thread about it (there's one about RA3, I know, but it's page 10 and hasn't seen action since February). C'mon, folks, this has been out there for a whole day already, and a bunch of C&C fans failed to notice it? Y'all are getting sloppy.

Frank Klepacki returns to C&C

Okay, so the game will be a rush-happy, poorly balanced superweapon spamfest like every other RTS EA puts out. It'll probably make a mockery of the source material, and will probably require obscene amounts of disk space in addition to other failings. But at least the music will kick ass.

Discuss.

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [Ryu](#) on Sat, 21 Jun 2008 16:57:55 GMT
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Nukelt15 wrote on Sat, 21 June 2008 17:47

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I agrees.

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [TD](#) on Sat, 21 Jun 2008 17:00:05 GMT
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Word.

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [cmatt42](#) on Sat, 21 Jun 2008 17:25:01 GMT
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Nukelt15 wrote on Sat, 21 June 2008 11:47...and I'm completely shocked that there's not already a thread about it

We don't need threads on every bit of information that comes out. Otherwise we'd have information about Joe Kucan's mother's dog's tendency to confuse its lunch with its own waste. While interesting, it doesn't warrant an entire thread, but perhaps a small discussion in an instant

messenger with your friends or something.

Subject: Re: This just in: RA3 gets decent soundtrack.

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 21 Jun 2008 17:32:28 GMT

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Nukelt15 wrote on Sat, 21 June 2008 12:47...and I'm completely shocked that there's not already a thread about it (there's one about RA3, I know, but it's page 10 and hasn't seen action since February). C'mon, folks, this has been out there for a whole day already, and a bunch of C&C fans failed to notice it? Y'all are getting sloppy.

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Okay, so the game will be a rush-happy, poorly balanced superweapon spamfest like every other RTS EA puts out. It'll probably make a mockery of the source material, and will probably require obscene amounts of disk space in addition to other failings. But at least the music will kick ass.

Discuss.

I was about to post it when I got home, but it looks like you beat me to it.

All in all, it looks like EA is going to get Red Alert 3 right.

Subject: Re: This just in: RA3 gets decent soundtrack.

Posted by [Nukelt15](#) on Sat, 21 Jun 2008 20:28:49 GMT

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cmatt42We don't need threads on every bit of information that comes out. Otherwise we'd have information about Joe Kucan's mother's dog's tendency to confuse its lunch with its own waste. While interesting, it doesn't warrant an entire thread, but perhaps a small discussion in an instant messenger with your friends or something.

We don't need threads about the latest avatar fad and the quality of YouTube videos either, but you don't seem to have a problem with those. Interesting that you'd bitch about something that actually relates to an upcoming C&C release as opposed to most of the other crap that flows through here, huh? If you're gonna play Thread Police, at least be consistent about it.

Moving on...

I doubt very much that EA is going to "get RA3 right." Unless, that is, you count C&C3 and Generals as examples of "getting it right." What it very well might be is a decently playable spinoff with co-op and a great soundtrack. That's pretty good for EA, but I'll reserve judgment on how good of a job they're going to do gameplay-wise until the demo comes out.

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [nikki6ixx](#) on Sat, 21 Jun 2008 20:34:13 GMT
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I've actually never been a fan of Klepacki's techno-industrial sound, but it means that EA is listening to the fans, which is definitely not a bad thing.

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [GEORGE ZIMMER](#) on Sat, 21 Jun 2008 21:52:03 GMT
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nikki6ixx wrote on Sat, 21 June 2008 21:34 I've actually never been a fan of Klepacki's techno-industrial sound, but it means that EA is listening to the fans, which is definitely not a bad thing.

Above poster sucks cock

Frank Klepacki is awesome. I'm glad that he's returning to C&C, but I really hope they fix up RA3's shit.

Things like:

-Making ore like it was in RA1 and RA2, not this new bullshit they're putting out. I don't mind having MORE ways of collecting money, but having a new way the only way is lame as hell.

-Not making EVERY single unit amphibious. They seem to be placing too much focus on naval warfare, which is a little lame. Naval warfare should be a major part, yes, but naval units should primarily be ONLY naval units. A few amphibious ones, but only a few.

-Apperently, they're not having nukes. I don't need to explain this further.

And yes, I know it's not out yet. That's why I'm saying they should fix it beforehand. With Frank back though, I MIGHT buy it now. But I dunno, if the gameplay is as shoddy as C&C3, I'll probably not get it.

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 21 Jun 2008 22:46:31 GMT
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Frank Klepacki's cool. He was about to freelance for Renegade X, but man does he charge a lot of money. So instead I just got guys to make us music for free

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [EvilWhiteDragon](#) on Sat, 21 Jun 2008 23:06:51 GMT
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[NEFobby[GEN] wrote on Sun, 22 June 2008 00:46]Frank Klepacki's cool. He was about to freelance for Renegade X, but man does he charge a lot of money. So instead I just got guys to make us music for free
some guys < Frank

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 21 Jun 2008 23:11:23 GMT
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EvilWhiteDragon wrote on Sat, 21 June 2008 19:06[NEFobby[GEN] wrote on Sun, 22 June 2008 00:46]Frank Klepacki's cool. He was about to freelance for Renegade X, but man does he charge a lot of money. So instead I just got guys to make us music for free
some guys < Frank

\$0 for great music (5 songs) > +\$200 for great music (1 song)

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [R315r4z0r](#) on Sat, 21 Jun 2008 23:29:00 GMT
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I saw this yesterday, I just didn't feel the need to post this.
Hopefully this version of Hell March wont suck like the first one.

And I don't understand something. How come when ever EA does something recognized as "good" people first acknowledge it but they never follow it up?

For example, in C&C3, EA did countless things in the game to make the community happy, but this inclusion of Frank K. in RA3 is the first thing EA has done to make the fans happy.

I bet the next good thing they do will be the first thing that they do good too...

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [cmatt42](#) on Sun, 22 Jun 2008 02:38:06 GMT
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Nukelt15 wrote on Sat, 21 June 2008 15:28
words
I was just pointing out your bullshit.

Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [Nukelt15](#) on Mon, 23 Jun 2008 02:07:54 GMT
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So start a ban poll. C'mon, it'll be fun.

For those of you who liked Klepacki's work on previous C&C releases, what do you hope will get remixed/updated- or would you rather just have a whole new soundtrack?
