
Subject: Re: cnc3 is the best CNC game to date
Posted by [Ryu](#) on Tue, 27 Nov 2007 08:02:03 GMT

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Oblivion165 wrote on Tue, 27 November 2007 01:22RA2 had two factions and one greatly unbalanced one brought with the expansion. I don't count adding and removing one unit for a team a new faction.

How could you even like TS? Gah, you just have your crap blown up every 4 seconds from a seeker mine or missile. God forbid you don't feel like placing concrete all over the damn place and you don't have anywhere to build.

Time line:

Game Starts

13sec Missile launch detected

15Sec Rebuild Power plant

17Sec Spring noise indicating seeker mine

19Sec Rebuild Power plant

22Sec Harvester under attack (Says it for every shot taken, over and over)

25Sec Missile launch detected

27Sec Spring noise

29Sec Low power

30Sec Concrete, concrete, concrete

32Sec Missile launch detected

35Sec Driving to Walmart to return this pile of crap

37Sec Spring noise

RA1 was and still is the best RTS Westwood made.

I agree with your TS rant, But RA2 had more teams to choose if you wanted to play online, you could choose the Brits, Americans, Germany, Russia, Libya, Iraq, France, and a few more.

Never played Yuri's Revenge sadly, So I'll just wait.
