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Subject: Re: Command & Conquer: Red Alert 3

Posted by [GEORGE ZIMMER](#) on Wed, 13 Feb 2008 05:47:52 GMT

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RA1 had a perfect ending for Soviets. It linked greatly with TD.

RA2 was supposed to continue on from RA1 if the Allies won, but it REALLY doesn't feel like that. It was mostly a gameplay game. So I'm hoping that RA3 makes more sense of things somehow. And doesn't have a comical approach to it, and a bit more of an actual warfare feeling to it.

Don't get me wrong, I still love the gameplay of RA2 and its modability. I just didn't like the Single Player quite as much. Hopefully RA3 will have both gameplay AND story.

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