
Subject: Re: Command & Conquer: Red Alert 3
Posted by [Dover](#) on Thu, 14 Feb 2008 00:35:00 GMT
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Starbuzz wrote on Wed, 13 February 2008 12:18: Is this a separate game from EA or a mod? Looks like a mod to me from those SS.

Dover wrote on Tue, 12 February 2008 21:05: {SB}Lone0001 wrote on Tue, 12 February 2008 19:03: RA2 and YR ROCKED!

Which part, exactly? The endings where Tanya discovers Soviet leaders in hammer-and-sickle underpants? The part where Yuri gets locked up for being "A bad, bad man", the GIs that outrange tesla coils, or the overpowered superweapons?

Well, Dover...what more can you expect from a product made by the American entertainment machine?

I too hated the fact it showed Russians as inferior and stupid but hey, it's a game and we both know that in real-life, Russians would kick ass and won't take shit lying down.

But regardless, I kicked ass with the Soviets when I was online. I loved the game for it's vibrant color, graphics, gameplay, entertainment, and replay value. I hated the usual bias but hey, it's a game.

I can understand the bias. The bias was there in RA1, too. Making the Soviets the "bad guys".

But I thought there was a war going on in RA2. World leads in underwear? This is war, right? I don't want a lulzfest. Yuri committed Genocide, right? Brought the world to the brink of destruction? And he's getting "locked up"? That's it? For fucks sake.

You call it a story? I call it a shitfest.
