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Subject: Re: Command & Conquer: Red Alert 3  
Posted by [Dover](#) on Thu, 14 Feb 2008 00:38:08 GMT  
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IronWarrior wrote on Wed, 13 February 2008 13:00 thrash300 wrote on Wed, 13 February 2008 14:53 IronWarrior wrote on Wed, 13 February 2008 09:16 Renx wrote on Wed, 13 February 2008 08:41 IronWarrior wrote on Wed, 13 February 2008 08:33 RA1 was pretty boring and dull for me, yeah it was fun to play, but RA2 has a lot more depth than RA1.

Are you drunk? RA2 had the depth of a pie plate

Too few units in RA1, everything looked crap and was just slow.

It Was The Game Play That Was Good I Think.

I enjoyed the missions, but after you played RA2, it's hard to go back to RA1, it's just too simple, I did enjoy the yaks.

This missions in RA1 had significance. You were fighting a war, and it felt like a war. Not "HAY COMRAD GENERAL U NEED MIND CONTROL PRESIDENT DUGAN KTHX? VLADMIR CANT DO IT HES MAKING SEXY TIME WITH SUPERMODEL AND RUBBER DUCKIE IN HOT TUB LOL!", which is what you get in RA2.

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