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Subject: Re: Command & Conquer: Red Alert 3  
Posted by [thrash300](#) on Thu, 14 Feb 2008 03:42:11 GMT  
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Dover wrote on Wed, 13 February 2008 18:38IronWarrior wrote on Wed, 13 February 2008 13:00thrash300 wrote on Wed, 13 February 2008 14:53IronWarrior wrote on Wed, 13 February 2008 09:16Renx wrote on Wed, 13 February 2008 08:41IronWarrior wrote on Wed, 13 February 2008 08:33RA1 was pretty boring and dull for me, yeah it was fun to play, but RA2 has alot more depth then 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 GENRAL U NEED MIND CONRTOOL PRESIDANT DUGAN KTHX? VLADMIR CANT DO IT HES MAKING SEXY TIME WITH SUPERMODEL AND RUBBER DUCKIE IN HOTTUB LOL!", which is what you get in RA2.

All You Have To Do Is Look At The Trailers Here Is The Original Trailer For The First Command And Conquer Red Alert I Think:

<http://www.youtube.com/watch?v=FvdJdthIFoU>

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