
Subject: Re: Command & Conquer: Red Alert 3
Posted by [Dover](#) on Mon, 18 Feb 2008 08:14:53 GMT
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One Winged Angel wrote on Sun, 17 February 2008 16:22Dover wrote on Sun, 17 February 2008 22:39

Zero Hour had "more to offer" than RA2.

Pity Zero Hour didn't have a story, but instead a situation.

It did too have a story, and I find it's story more rewarding that RA2's.
