
Subject: Re: Command & Conquer: Red Alert 3
Posted by [OWA](#) on Mon, 18 Feb 2008 11:51:49 GMT
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Dover wrote on Mon, 18 February 2008 08:14 One Winged Angel wrote on Sun, 17 February 2008 16:22
Dover 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 than RA2's.
What like "OH NOES THE TERRORISTS HAVE A MISSILE STOP THEM NOW!" is a good story?
Don't make me laugh.
