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Subject: Re: Command & Conquer: Red Alert 3  
Posted by [Dover](#) on Mon, 18 Feb 2008 21:20:33 GMT  
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One Winged Angel wrote on Mon, 18 February 2008 03:51Dover wrote on Mon, 18 February 2008 08:14One 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 than RA2's.

What like "OH NOES THE TERRORISTS HAVE A MISSILE STOP THEM NOW!" is a good story? Don't make me laugh.

Not only is the plot more engrossing and believable in Zero Hour, but it has one clear, concise ending (Unlike RA2 with it's open-ended, canon-killing, two-possible-ending shit). That's something that Westwood never quite figured out.

Starbuzz wrote on Mon, 18 February 2008 07:42Dover, I think you hate RA2 too much. It is awesome.

The game is okay, I guess. It's even good in small doses, but every time I play the campaign I burn up with anger at the thought that THIS is RA1's sucessor.

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