
Subject: Re: Command & Conquer: Red Alert 3
Posted by [BlueThen](#) on Mon, 18 Feb 2008 21:23:23 GMT
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Dover wrote on Mon, 18 February 2008 15:20 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.

Did it ever occur to you that westwood probably intended RA2's storyline to be that way?

I mean, honestly, if westwood wanted a realistic storyline, then I'm pretty sure they'd do a decent job at it.
