
Subject: Re: Command & Conquer: Red Alert 3
Posted by [OWA](#) on Tue, 19 Feb 2008 00:04:37 GMT
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Dover wrote on Mon, 18 February 2008 21:20

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.

Hah, the open-ended endings is one of the many factors that makes the older C&C games so great. It keeps the fans talking about what they think will happen next and it allows for great discussions and theories to be crafted. People are still talking about RA2's ending today. Generals kind of stopped with no plot twists or anything so it's not talked about as much storywise.

Zero Hour is more of a parody of the ongoing situation in the middle east which, to be honest, is in the news nearly every day. Plus, serious games like Gens and ZH bore me to death. RA2, Renegade and the rest of the C&C Universe series of games are differant, compared to something that is based on something that we see a lot of in real life, without being overly serious.
