
Subject: Re: Command & Conquer: Red Alert 3
Posted by [cmatt42](#) on Tue, 19 Feb 2008 18:13:18 GMT
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Dover wrote on Tue, 19 February 2008 05:22 War is serrious. There's nothing lulzy about it. Why should it make for a lulzy game?

If you're given a serious game with no trace of excitement or intrigue,
Dover wrote on Tue, 19 February 2008 05:22 The result isn't a game.
It's a war simulator.

I'd prefer a game over a simulator any day.
