
Subject: Re: This just in: RA3 gets decent soundtrack.
Posted by [GEORGE ZIMMER](#) on Sat, 21 Jun 2008 21:52:03 GMT
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nikki6ixx wrote on Sat, 21 June 2008 21:34 I've actually never been a fan of Klepacki's techno-industrial sound, but it means that EA is listening to the fans, which is definitely not a bad thing.

Above poster sucks cock

Frank Klepacki is awesome. I'm glad that he's returning to C&C, but I really hope they fix up RA3's shit.

Things like:

-Making ore like it was in RA1 and RA2, not this new bullshit they're putting out. I don't mind having MORE ways of collecting money, but having a new way the only way is lame as hell.

-Not making EVERY single unit amphibious. They seem to be placing too much focus on naval warfare, which is a little lame. Naval warfare should be a major part, yes, but naval units should primarily be ONLY naval units. A few amphibious ones, but only a few.

-Apperently, they're not having nukes. I don't need to explain this further.

And yes, I know it's not out yet. That's why I'm saying they should fix it beforehand. With Frank back though, I MIGHT buy it now. But I dunno, if the gameplay is as shoddy as C&C3, I'll probably not get it.
