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Subject: Re: Command And Conquer Red Alert 3 Fun Or Stupid.

Posted by [u6795](#) on Sun, 14 Sep 2008 23:03:58 GMT

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Nukelt15 wrote on Sun, 14 September 2008 14:23 Keep in mind that your version of "fun" doesn't necessarily equate to anyone else's. I guarantee there will be at least as many people who think it suck as players who enjoy it.

I may still try the demo, when it comes down the pipe, because I don't believe in writing off a game as shit before it comes out. I still have a number of questions about the game that I'd like answered- even though I have no intention of buying it. However, it looks like the same RTS formula that's become so dominant in the genre- lots of special units, lots of superweapons, lots of rushing. Lather, rinse, repeat. Not my idea of a good time.

True enough, but lots of people can agree on certain fundamentals at least with RA2. It was a revolutionary game, to say the least.

I see where you're coming from too with RA3, but I have to say you need to try it first. I had the same doubts you've said before I played it but playing it completely changed my opinion.

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