

---

Subject: Re: Red Alert 3 buying survey

Posted by [KIRBY-098](#) on Fri, 10 Oct 2008 16:59:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Here's what I don't get :

RA was a limited universe and a win or lose event for the soviet union. Why is EA trying to squeeze this very limited interim connective universe for C&C 95 into a multi-universe wierdo plot?

Why not move on to another universe or better yet make campaign based plot based on missions and events from the first game? There's a whole lot more story to be told there.

Instead we're getting these weird one offs with ridiculous tech and characters...

Instead of releasing RA2 as a standalone they should have released it as an expansion of the initial universe, and then adressed the period between the allies' win and the founding of the GDI. THAT's where a story and the potential lies without corrupting the games that came before.

Instead we get: "Oh just pretend that never happened." and as a result many fans are confused and disregard the plot which in turn erodes the replayability and fan followups.

I don't want a multiplayer RTS. I want a dynamic SP game with replayability and won't deliver the same experience twice yet still has a central hook that brings me back to the table.

That is where the power of the first four releases of c&c came from and what everything from generals on has lacked.

---