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Subject: Re: Any word on next C&C?

Posted by [pawky](#) on Tue, 06 Jan 2009 22:26:41 GMT

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u6795 wrote on Tue, 06 January 2009 05:36I wanted RA3 with Nazi's. Since EA seems so intent on having a disregard for things that cannot be possible in the Red Alert timeline (like Japan) I figured it'd make equal sense to have the Nazi's exist in RA3- since Einstein was eliminated, Hitler in turn was not, tl;dr making Nazi Germany still a world power.

Faction could be made super awesomely too, with all the witchcraft and Nazi magic that fiction likes to attribute to the Nazis, and also various real technologies Hitler was working on such as the Land Battleship and jet fighters.

One thing I'd want though, while the rest of the game could be cheeky as fuck and I wouldn't care, the Nazi faction would have to be SCARY. Not corny-laugh-about-it scary, but real, shit-your-pants-at-how-menacing-and-truly-evil-the-nazi-characters-are scary.

Not really a good idea due to bad taste and a very bad one business-wise...otherwise it would have been done. I am sure they thought about it. EA would have to endure a marketing hell trying to promote the game in Germany and some other countries.

ID Software (makers of Doom) had the toughest time promoting Wolfenstein 3D in the early 90's in Germany. The Germans banned the game. The German government and their entertainment board is extremely sensitive to anything related to Nazi's and suicide bombers. They even had the Crazy Ivan's from RA2 be changed to some other unit. They had terrorists from C&C Generals changed as well and had many infantry changed into cyborgs.

And if you look at a C&C game with the traditional movie sequences, then adding a Nazi faction with movie sequences with Nazi characters/storyline would probably would have got the game banned as well. Command & Conquer has a massive fanbase in Germany...EA would not want to isolate German players by bringing in stupid Nazis.

I highly doubt EA would want to go there but I agree a Nazi faction would have had some sick looking tanks, cool planes, and deadly infantry for sure.

u6795 wrote on Tue, 06 January 2009 13:53R315r4z0r wrote on Tue, 06 January 2009 12:44u6795 wrote on Tue, 06 January 2009 06:36I wanted RA3 with Nazi's. Since EA seems so intent on having a disregard for things that cannot be possible in the Red Alert timeline (like Japan) I figured it'd make equal sense to have the Nazi's exist in RA3- since Einstein was eliminated, Hitler in turn was not, tl;dr making Nazi Germany still a world power.

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The Soviets don't know who Hitler is at the time they go back in time to eliminate Einstein. They go back in time to a date after Einstein already took out Hitler. That's why when the Soviets get back, Nazis don't exist and Japan had no one to stop them from gaining power. It's also the reason why the Chronosphere still exists.

Why couldn't it be possible for the Rising Sun to become a super power?

But the thing is, even with removing Einstein, according to RA2 World War II in the Pacific at least partially happened which would have destroyed/weakened the Japanese enough not to be a goddamn Empire like in RA3. At the very least, it wouldn't be such a SHOCKING CRAZY INSANE SUPRISE that the Japanese are powerful in RA3, considering the Allies would have already fought them. It's also really gay. I think Japan as a faction was a shitty idea, as there were so many other badass alternatives.

You are assuming RA2 pacific battles hurt the Japanese. It did not.

The Japanese were not even involved in RA2. It was Europeans/Americans vs Soviets vs Koreans. No one focused on the Japanese and no one attacked them or hindered them from getting stronger.

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