Subject: Concerning Red Alert 3 Posted by The Mad Hatter on Wed, 23 Mar 2005 19:27:28 GMT View Forum Message <> Reply to Message

## E-mail from EA

Quote:"We are very proud to announce that we have turned our \$\$\$ attentions to once again f\*ck with the Command & Conquer universe :biggrin:

Our previous exploits in this field include Command & Conquer: Red Alert 2 (Teh Cartoon!), Command & Conquer: Yuri's Revenge (1337!), and Command & Conquer: Generals (which featured new sides totally unrelated to C&C!)

We have chosen once more to f\*ck with the Red Alert universe! But we haven't forgotten you Tiberium die hards. Oh yes, its true, we're going to chuck in loads of the green stuff, so that Allies and Soviets can wage war in vast Tiberium fields!

So, you might wonder, how does this fit in with the storyline? Well that's whats going to make Red Alert 3 so great. It doesn't! Yes! It is totally unrelated to anything that went before! Whereas previously Allies and Soviets fought on grass or snowy terrains, they now find themselves fighting in Tiberium . . . for no reason whatsoever! :biggrin:

And for an extra twist, Command & Conquer: Red Alert 3 will be set in the Middle Ages! Featuring:

Destroyable drawbridges!

Naval warfare . . . in moats!

Chain mail minigunners!

Bow & Arrow infantry!

Tanks have gone . . . Horses are in! (Including the Soviet Mammoth Horse! - equipped with twin heat-seeking rocket launchers . . . and a 50 inch turd cannon!)

Allied Shetland Ponies!

Oompa Loompas!

Dragons!

Elves!

Orcs!

Knights!

And many more units stolen from WarCraft!

Rescue Tanya from the Soviet Dungeon!

Lay seige to Allied castles!

Burn Witches! Burn Catholics! Burn Protestants! Invade Iraq! Be the first person to land on the moon!

And yes . . . Kane is back! However, we've decided to change his name. 1337 huh? And we're giving you the oppurtunity to decide what his new name will be!

Should it be:

a) Bob?

- b) Dave?
- c) Chang?

Call 0800-EA RULES! today and cast your vote!\*

We hope you are excited about Command & Conquer: Medieval Alert 3 as we are. Thankyou. :biggrin:

\*Calls cost \$100/minute