

---

Subject: Concerning Red Alert 3

Posted by [Dave Anderson](#) on Tue, 22 Mar 2005 20:28:30 GMT

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

---

I heard from a freind that EA was totally changing the game characteristics of RA3. (He didn't have the URL) I heard that they are leaving the concept of harvesters and tiberium and going to things such as aliens and futuristic gameplay. Is this true? Are they leaving the classic feel of C&C?

---