
Subject: Re: RA3 Beta

Posted by [R315r4z0r](#) on Sun, 30 Mar 2008 06:47:17 GMT

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Jonty wrote on Sat, 29 March 2008 17:12 They didn't even send me the beta key, and I got it downloaded from EA Store the day it came out.

I didn't get the free map either.

There's going to be some serious butt-kicking...
They aren't sending you a beta key.

The beta key is for only those who PRE-ORDERED the game in stores. Since you downloaded it on launch day, you aren't entitled to one.

As for RA3, I was disappointed that they were making it, however it doesn't look bad. I really don't see the correlation between C&C games in the art department... aside from the barracks structure that looks like the GDI one in C&C3. Everything else just looks.. not like other games. I swear everyone is just looking for something to complain about.

I bet the next thing that someone is going to say is that EA used the same shade of green in a texture that was used in one of the textures in Red Alert 1.

I don't have bad doubts about RA3 because EA was more in charge of RA2 than Westwood was. RA2 is more an EA game than a Westwood game. Therefore it should be fine.
(Honestly, think about it for a second. If Westwood had full control over RA2, do you really believe it would have turned out as it did?)
