
Subject: RA3 Beta

Posted by [bisen11](#) on Tue, 25 Mar 2008 22:08:56 GMT

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Hey, I bought Kane's Wrath today and got the beta key for RA3, but when i go to the website it tells me to, it says it doesn't exist :/ . Anyone else have tha problem?

Subject: Re: RA3 Beta

Posted by [renalpha](#) on Tue, 25 Mar 2008 23:13:18 GMT

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bisen11 wrote on Tue, 25 March 2008 16:08Hey, I bought Kane's Wrath today and got the beta key for RA3, but when i go to the website it tells me to, it says it doesn't exist :/ . Anyone else have tha problem?

LOL

gotto love EA

Subject: Re: RA3 Beta

Posted by [Starbuzz](#) on Tue, 25 Mar 2008 23:40:13 GMT

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Depending on when you bought KW, EA will contact you via e-mail and give you a link into which you will put in your Key. Then you will be able to play the Beta.

EDIT:

Got this info from the RA3 website.

Subject: Re: RA3 Beta

Posted by [renalpha](#) on Tue, 25 Mar 2008 23:56:57 GMT

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aka u got to register ur game.

Subject: Re: RA3 Beta

Posted by [Bearxor](#) on Wed, 26 Mar 2008 00:45:06 GMT

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Actually, the RA3 beta code comes with Kane's Wrath and you have to go to www.redalert3.com/beta to enter that code to register for the beta by Sept 15th. That site is down now for some reason. Hope it comes up soon because according to the card your place in line in the beta is determined by how quick you sign up at that site.

Subject: Re: RA3 Beta
Posted by [Starbuzz](#) on Wed, 26 Mar 2008 00:51:01 GMT
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EA conspiracy theory time.

Subject: Re: RA3 Beta
Posted by [Zion](#) on Wed, 26 Mar 2008 02:49:21 GMT
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anonymous (unconfirmed) Heard the news about EA?

Zion Fox: No...?

They got hacked...

Zion Fox: Oh you mean Kanes Laugh got leaked?

No... The network was down, games are down.

Zion Fox: ...

BF2142 just got back up but BF2 is still down.

Zion Fox: Serves them right for killing good dev teams...

No comment.

Subject: Re: RA3 Beta
Posted by [R315r4z0r](#) on Wed, 26 Mar 2008 03:38:06 GMT
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Don't worry about it. EA is experiencing "technical" difficulties and it affected the RA3 Beta key site.

They said they are working on it, but have no definitely estimate on when it will be back up and running. However they said it isn't a problem because everyone is effected, so you won't lose your chance to get in line.

Subject: Re: RA3 Beta
Posted by [Bearxor](#) on Wed, 26 Mar 2008 07:22:03 GMT
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It's up now.

Subject: Re: RA3 Beta
Posted by [Starbuzz](#) on Wed, 26 Mar 2008 18:35:10 GMT
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Bearxor wrote on Wed, 26 March 2008 01:22It's up now.

Praise the Lord!

Subject: Re: RA3 Beta
Posted by [genetix](#) on Thu, 27 Mar 2008 20:54:29 GMT
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I'm not going to blow some money just so I can get a preview of more money to blow.

EA's a joke.

Subject: Re: RA3 Beta
Posted by [renalpha](#) on Thu, 27 Mar 2008 21:58:05 GMT
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Zion Fox wrote on Tue, 25 March 2008 20:49anonymous (unconfirmed)Heard the news about EA?

Zion Fox: No...?

They got hacked...

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No... The network was down, games are down.

Zion Fox: ...

BF2142 just got back up but BF2 is still down.

Zion Fox: Serves them right for killing good dev teams...

No comment.

Subject: Re: RA3 Beta
Posted by [Jonty](#) on Sat, 29 Mar 2008 21:12:38 GMT
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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...

Subject: Re: RA3 Beta

Posted by [mr£Ä\\$Ä-z](#) on Sat, 29 Mar 2008 21:37:44 GMT

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Haha EA is joking with you Guys

Subject: Re: RA3 Beta

Posted by [Lone0001](#) on Sun, 30 Mar 2008 06:35:23 GMT

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Anyone that bought Kane's Wrath for the beta is wasting their money one look at a screenshot from RA3 says that it is going to be as dumb as Generals with some C&C3(Why make new units/buildings when you can just change the colour of one from C&C3 and heck why not bring some from Generals? < EA's logic).

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 17:12They 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 where making it, however it doesn't look bad. I really don't see the correlation between C&C games in the art department... asside 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 of turned out as it did?)

Subject: Re: RA3 Beta
Posted by [Lone0001](#) on Sun, 30 Mar 2008 07:01:06 GMT
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Look at the Allied WF and tell me it doesn't look like the C&C3 one if you think the rest is new then.

Subject: Re: RA3 Beta
Posted by [R315r4z0r](#) on Sun, 30 Mar 2008 07:10:48 GMT
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Can you design a garage type building that doesn't look like any thing else and yet isn't retarded looking?

I mean you are splitting hairs here. Every single war factory in the C&C franchise looked the same. The only unique ones where the Nod Airstrip, the C&C3 Nod Warfactory, and the Scrin Warp Sphere.

Every other vehicle producing structure in the C&C universe looks almost exactly the same, give or take a few details and proportions.

I mean seriously... "OMG a structure with a garage-like door that makes vehicles! That was in the other C&C games! RIP-OFF!"

That is basically what you sound like..

Subject: Re: RA3 Beta
Posted by [Lone0001](#) on Sun, 30 Mar 2008 07:38:58 GMT
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The whole design of the WF is copied and pretty much all that is changed is the colour and the Allied WF in RA2 is different, it has not been copied in any other C&C games(and tbh I liked the design of that one).

Subject: Re: RA3 Beta
Posted by [bisen11](#) on Sun, 30 Mar 2008 07:41:30 GMT

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R315r4z0r wrote on Sun, 30 March 2008 02:10 Can you design a garage type building that doesn't look like any thing else and yet isn't retarded looking?

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I mean seriously... "OMG a structure with a garage-like door that makes vehicles! That was in the other C&C games! RIP-OFF!"

That is basically what you sound like..

Pft, the Scrin Warp Sphere doesn't create vehicles, it warps them in from somewhere else, duh! lol

I tried my Beta key several times yesterday and it wouldn't work :/. Just tried again now and it finally did work. How crappy.

Subject: Re: RA3 Beta

Posted by [Jonty](#) on Sun, 30 Mar 2008 18:03:06 GMT

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R315r4z0r wrote on Sun, 30 March 2008 07:47 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.

Nono, I pre-ordered it last week and they said in the confirmation e-mail "Your redemption code for the Decrepit Arena map will be sent to you when the game is released. Beta Key will also be supplied to register for Command & Conquer Red Alert 3 Beta Client."
Instead they just sent me an e-mail to say "download now!!! lolol".

I sent them an e-mail back, and it says they'll reply within 24 hours, so I'll get back to you next month.
