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Subject: Red Alert 3 Uprising  
Posted by [\\_SSnipe\\_](#) on Mon, 06 Apr 2009 00:27:52 GMT  
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That campaign with yuriko omega

I dotn understand the plot line can anyone help me here

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Subject: Re: Red Alert 3 Uprising  
Posted by [DAUGHTER DIVER](#) on Sat, 11 Apr 2009 08:20:04 GMT  
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why you don't go ra3 forum

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Subject: Re: Red Alert 3 Uprising  
Posted by [Scrin](#) on Sat, 11 Apr 2009 14:14:32 GMT  
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SSnipe wrote on Sun, 05 April 2009 19:27

I dotn understand the plot line can anyone help me here

I dotn understand the plot line and can't complete the USSR's homeworld (last commander's challenge mission) can anyone help me here

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Subject: Re: Red Alert 3 Uprising  
Posted by [\\_SSnipe\\_](#) on Sat, 11 Apr 2009 18:47:18 GMT  
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Those some nice graphics

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Subject: Re: Red Alert 3 Uprising  
Posted by [Starbuzz](#) on Sat, 18 Apr 2009 16:23:15 GMT  
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I bought RA3. I bet it's going to be as bland and repetitive as C&C 3. Another repackaged and rebranded game...

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Subject: Re: Red Alert 3 Uprising  
Posted by [Lone0001](#) on Sun, 19 Apr 2009 00:06:20 GMT  
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I'll admit this: C&C3 wasn't too bad, but RA3 just feels almost exactly like C&C3.

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Subject: Re: Red Alert 3 Uprising  
Posted by [R315r4z0r](#) on Sun, 19 Apr 2009 00:09:58 GMT  
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Lone0001 wrote on Sat, 18 April 2009 20:06 I'll admit this: C&C3 wasn't too bad, but RA3 just feels almost exactly like C&C3.

Wat? How? The game is almost completely different in every way, shape, and form. The only similarity I see between the two is the in-game user interface (AKA Sidebar).

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Subject: Re: Red Alert 3 Uprising  
Posted by [Starbuzzz](#) on Sun, 19 Apr 2009 00:24:26 GMT  
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Lone0001 wrote on Sat, 18 April 2009 19:06 I'll admit this: C&C3 wasn't too bad, but RA3 just feels almost exactly like C&C3.

Can you please clarify? I have a feeling that it would feel just the same. Some bland missions linear, a video scene in between, and so on.

The gameplay mechanisms is the same right? Like shortcuts, the various unit stance (aggressive, hold, etc).

I would think it won't be that different from C&C3 but bought it today just to go thru the single player missions.

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Subject: Re: Red Alert 3 Uprising  
Posted by [Lone0001](#) on Sun, 19 Apr 2009 00:58:35 GMT  
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RA3 feels cartoony imo, at the least the gameplay and the cut scenes do(nothing wrong with that now, just the one difference from C&C3 that I can recognize), most of it just feels like deja vu to me.

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Subject: Re: Red Alert 3 Uprising  
Posted by [R315r4z0r](#) on Sun, 19 Apr 2009 01:06:05 GMT  
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The game is completely revamped from C&C3.

And the example you gave isn't a valid one because that's the basis on which ALL C&C games work. So why single out C&C3?

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Subject: Re: Red Alert 3 Uprising  
Posted by [Starbuzzz](#) on Sun, 19 Apr 2009 01:13:18 GMT  
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Lone0001 wrote on Sat, 18 April 2009 19:58RA3 feels cartoony imo, at the least the gameplay and the cut scenes do(nothing wrong with that now, just the one difference from C&C3 that I can recognize), most of it just feels like deja vu to me.

I was in the Beta and I felt the same cartoony feel too though I was not bothered by it. And you say you felt deja vu? I am sure I would feel the same as well.

Bah...hope atleast the various strange exotic units make it somewhat exciting.

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Subject: Re: Red Alert 3 Uprising  
Posted by [Starbuzzz](#) on Sun, 26 Apr 2009 04:57:02 GMT  
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It's too cartoony and trivial for my taste. I played a couple skirmishes. The training sessions were so damn childish; I was like "are you kidding me?"

The units are quite cool though and hopefully the campaigns would be fun.

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Subject: Re: Red Alert 3 Uprising  
Posted by [Sir Kane](#) on Sun, 26 Apr 2009 14:01:21 GMT  
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Uhhh, RA3 (: Uprising) is \_WAY\_ better than C&C3/KW.  
Even better than RA2 and YR! And those were already great!

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Subject: Re: Red Alert 3 Uprising  
Posted by [Scrin](#) on Sun, 26 Apr 2009 14:50:06 GMT  
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Sir Kane wrote on Sun, 26 April 2009 09:01Uhhh, RA3 (: Uprising) is \_WAY\_ better than C&C3/KW.  
Even better than RA2 and YR! And those were already great!

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please, show one more screenshot with your hud/new stuff on it

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Subject: Re: Red Alert 3 Uprising  
Posted by [Sir Kane](#) on Sun, 26 Apr 2009 18:40:14 GMT  
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... what?

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Subject: Re: Red Alert 3 Uprising  
Posted by [Scrin](#) on Sun, 26 Apr 2009 19:24:29 GMT  
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Sir Kane wrote on Sun, 26 April 2009 20:40... what?  
lol... just make new screenshot with your hud and use some your features there (for my kane's collection)

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Subject: Re: Red Alert 3 Uprising  
Posted by [mr£ÄŞÄ-z](#) on Sun, 26 Apr 2009 19:28:36 GMT  
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Kane collection xDDD nice

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Subject: Re: Red Alert 3 Uprising  
Posted by [u6795](#) on Sun, 26 Apr 2009 19:55:30 GMT  
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Sir Kane wrote on Sun, 26 April 2009 14:40... what?  
He wants more pictures of your hud features so he can masturbate just a little harder every night.

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Subject: Re: Red Alert 3 Uprising  
Posted by [Dover](#) on Mon, 27 Apr 2009 06:37:25 GMT  
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Fuck. Anyone remember RA1? Stalin choking a bitch? That wasn't cartoony at all. That was srs bizns. Where did it all go wrong? >:(

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Subject: Re: Red Alert 3 Uprising  
Posted by [u6795](#) on Mon, 27 Apr 2009 10:39:40 GMT

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Dover wrote on Mon, 27 April 2009 02:37 Fuck. Anyone remember RA1? Stalin choking a bitch? That wasn't cartoony at all. That was srs bizns. Where did it all go wrong? >:(  
RA2 came along.

(Great game, honestly, but I feel bad for how RA has become the shit bucket for random and stupid ideas)

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Subject: Re: Red Alert 3 Uprising  
Posted by [Scrin](#) on Mon, 27 Apr 2009 12:15:20 GMT

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Dover wrote on Mon, 27 April 2009 01:37 Fuck. Anyone remember RA1? Stalin choking a bitch? That wasn't cartoony at all. That was srs bizns. Where did it all go wrong? >:(  
because old staff is gone...  
only porkyes left --->

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