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Comrade, this is Red Alert 3

[Red Alert 3 Emphasizes the Importance of Naval Combat](#)

Also has armored bears

The big news regarding the upcoming [Red Alert](#) is that the focus is as much on water warfare as it is on land warfare. If players were able to ignore the water area of most maps in all Red Alert games up until now, with the third installment in the series they need to take into account the fact that resource nodes are available on water, and also that most units can cross the water, so the beach is a perfect place from which to launch a surprise counterattack. The fact that the Russians went back in time and eliminated Allied scientist Albert Einstein also means that the balance of power has changed fundamentally in the world. Now only did a new power emerge, in the form of the Mecha powered Empire of the Rising Sun, but the Soviets also have now the leading edge, technologically speaking. They have Tesla capabilities and they are the leaders when it comes to experimentation, while the loss of the biggest scientist of the century means that the Allies are now relying on more expendable units, used in greater numbers. This in itself is reason enough to try out the new game and see how the re-balanced sides hold up. Amer Ajami, who leads the development process of the game, says that there are two priorities for the team. They want to deliver a very easy-to-get-into game that offers a great variety of units and tactical possibilities to the player. This is achieved by placing more emphasis on the naval warfare in the game, and also by equipping each of the units with two abilities, thereby diversifying the way each combat situation can be approached. The other priority is to create a game that never fails to impress visually. The madness that [Red Alert](#) has displayed, especially in its second incarnation, is still there. The Kirov airship is making a comeback, together with the dolphins equipped with sound emitters. We also get armored bears that can be shot out of personal carriers in the middle of the enemy camp. And I am not making this stuff up. With the game coming along nicely, stay tuned for more details about it as the release date nears.