
Subject: Re: Red Alert: FPS

Posted by [EvilWhiteDragon](#) on Wed, 02 Oct 2013 08:24:14 GMT

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zunnie wrote on Wed, 02 October 2013 09:46Isn't it obvious what it will be?

Quote:

This game is all about Command and Conquer: Red Alert suited in an FPS environment. We will work out all units, buildings and assets as much as we can to make it enjoyable for everyone.

Play with the technician as your spawn character in the buildings of the Red Alert universe where you can purchase more advanced units after your first Ore Truck deposit.

On our server suitable for 75 players, hosted on an 8 core Xeon 3.6 GHz with 16GB RAM, work as a team and organize rushes, through tactics and lead your team to victory with a broad range of units such as the Allied Light Tank, Allied Medium Tank, Soviet V2, Soviet Heavy Tank and the Soviet Mammoth Tank.

Also available are the Demolition Trucks and the Superweapon Atomic Bombs for those big explosions getting rid of any enemy unit or structure in a blast.

The game will have dynamics such as 'tied to structure purchase options' meaning you lose purchase items as buildings are destroyed, and of course the always fun 'manual ore harvesting' we all love to do.

Choose your character, drive, fly or glide your vehicle/aircraft/boat and conquer your enemy Red Alert style

Well, I was expecting *some* differential power from APB to be there. I guess I was hoping for too much
