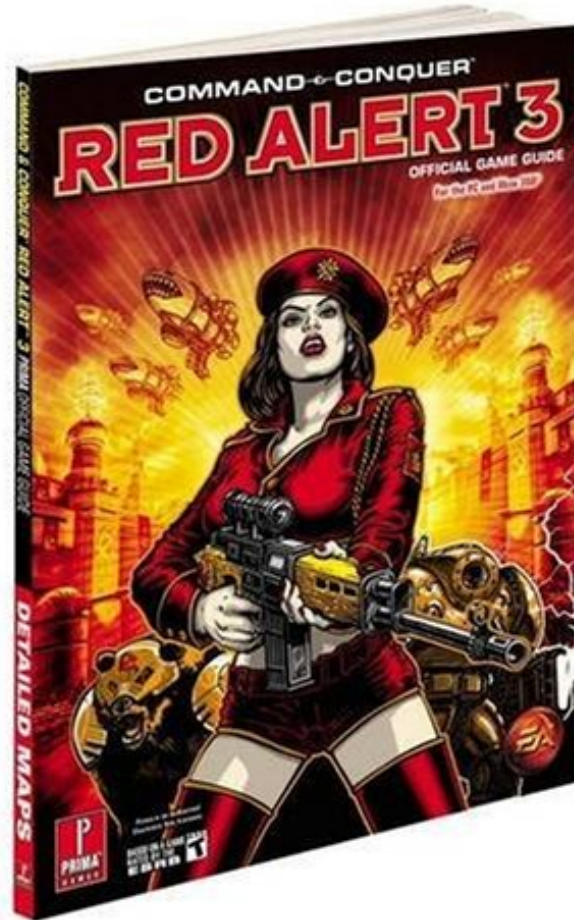


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Command and Conquer Red Alert 3: Prima Official Game Guide (Prima Official Game Guides)

Stephen Stratton

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Stephen Stratton : Command and Conquer Red Alert 3: Prima Official Game Guide (Prima Official Game Guides) before purchasing it in order to gage whether or not it would be worth my time, and all praised Command and Conquer Red Alert 3: Prima Official Game Guide (Prima Official Game Guides):

1 of 1 people found the following review helpful. Not what i expectedBy Omega2551After reading some of the negative reviews on here, i figured i'd pick the book up anyway since i'm a fan of the series. Overall, it's ok i guess. Nothing great. It is not what i expected.I was hoping to read about some of the epic battles played through in the game, more emphasis on the tech and equipment, more to do with Kane's mysterious ways and Nod's motives or at least

some backstory of the game itself. Instead, the book seems to focus more on people and personal relationships (the reporter's parts, which sometimes serve as a window to the CC universe) and giving a grunt's view of the few battles (seen from a private who is quickly promoted by default when his buddies die and he gets lucky). The battle scenes are also underwhelming. Most of the book seems to be bogged down by aforementioned personal moments and the battles seem rushed and not very fleshed out. There are also large holes in between some sections. At the end of one chapter, there is talk of a battle and the next chapter picks up right in the middle of a battle. I wouldn't say it's hard to follow, it just seems poorly put together. And then there are the perceived inconsistencies in unit types and certain events. It's been a while since I played CC 3, but I never remember Juggernauts (artillery units?) with rail guns and infantry with tiberium beam weapons. A few battle scenes are reminiscent of what the player experienced but credit is being given to other characters which just doesn't sit right with me. I suppose it could be looked at as the view from one commander's experience alongside the game's player commander where some things line up but others still don't. I just feel the book focused too much on little things but at the same time missed the mark on said little things. I realize it would be hard to write a novel on the same scale as an RTS game, especially with how the player was put into the game, but I feel it could have been done better.

0 of 0 people found the following review helpful. Boring first quarter and shipping time from hell but it's a fantastic book

By Mark
The first quarter of the book is tedious and boring for the most part, however after that is fantastic. I love that it takes place from a handful of perspectives and just how in depth it is about the inner workings of GDI and NOD, from the yellow zones to blue it tells you exactly how it would be. That being said it took 2 f%king months to get here, the shipping was atrocious beyond belief. Four stars from me.

1 of 1 people found the following review helpful. This book was a disgrace to the Command and Conquer ...

By Michael J Heerwagen
This book was a disgrace to the Command and Conquer cannon and to books in general. I feel as though this book was a pre-release before an editor ever looked at it.

In-depth faction stats and descriptions reveal health, attacks, damage, and defensive values for all units and structures, with data on unit special abilities
Comprehensive control scheme analysis teaches the fundamentals of commanding forces with speed and mastery on both PC and Xbox 360
Step-by-step walkthroughs for all 27 Campaign missions, complete with labeled battlefield maps for each stage
Dedicated multiplayer section provides introductory strategies for CC beginners and advanced faction-specific tactics for veterans
Quick-reference appendix tables for swift cross-faction unit and structure comparisons
Covers both PC and Xbox 360 versions of Red Alert 3

About the Author
Keith R. A. DeCandido is the bestselling author of more than thirty novels, two dozen short stories and e-books, and comic books and nonfiction, primarily in the media universes of Star Trek, World of Warcraft, StarCraft, Buffy the Vampire Slayer, Spider-Man, Resident Evil, and many more. He is also an editor and anthologist, a professional percussionist, and a practitioner of kenshikai karate.