

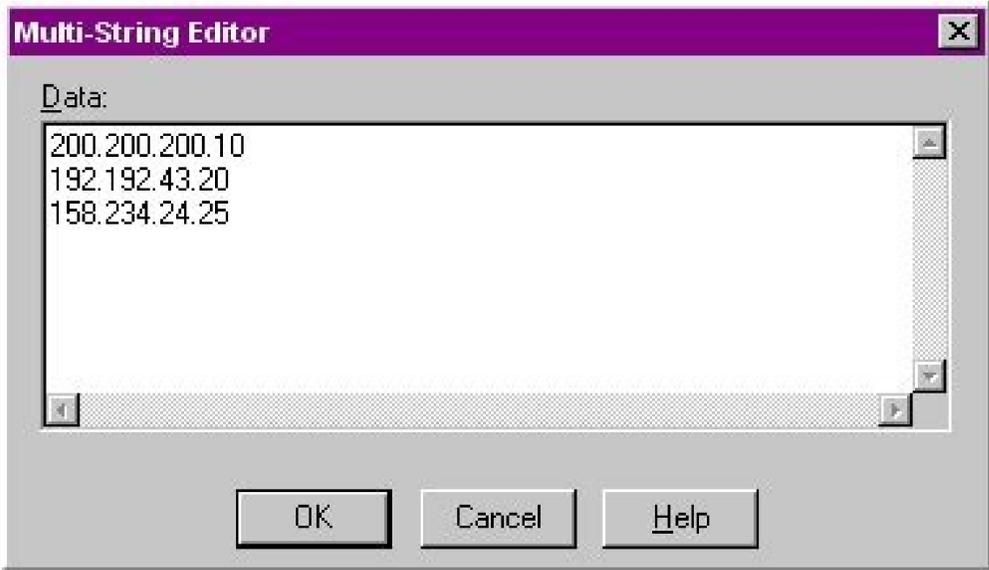


I'm not robot



Next

Red alert 2 kirov reporting sound



The Soviet Conscripts, believe it or not. The Prism Tank's light beam is refracted towards a few more spots close to where it hit. Yuri's Boomers from the expansion are no less cool, with the added bonus of being submarines. As such, Flint can annihilate waves of infantry, Arnie just laughs when anything up to a tank shoots him, and Sammy can demolish entire bases in few seconds if you can keep them away from their horrendous weakness to various things. Cartoonish Supervillainy: Pretty much the entire premise of Yuri and his faction, which ups the somewhat ridiculous RA arsenal Up to Eleven with the addition of genetically mutated Hulk look-a-likes, psychically powered infantry, UFOs, and so on. Artificial Brilliance: If you go against an AI opponent (Allied or Soviet) of medium or higher difficulty in skirmish mode, it will train Attack Dogs to counter any Spy attacks you might attempt. Nice Job Fixing It, Villain: General Vladimir completely destroys Chicago and everybody in it when the Psychic Amplifier is taken down by the Allies. Canada, Eh?: The American government briefly takes refuge in Canada. And it's nothing less than he deserves. (That's what inside the three trucks that appear shortly before, should you let them reach Allied spy camp). The Allies are successful, but the guilt from jeopardizing the security of the conference leads Lt. Eva to offer her resignation at the start of the mission briefing for the seventh Allied mission - General Carville will have none of that, as she's hardly the first person to have been affected by Yuri's mental manipulations. He also has several plans that go something like this in his expansion. An Allied mission of Yuri's Revenge, which takes place in Sydney, Australia, instead has the McRoo Burger restaurant, complete with a giant kangaroo on the roof in place of the usual ape. Cold Sniper: Playing as the British sub-faction of the Allies gives access to these powerful anti-infantry specialists. The similarity is so close that the two games' models and textures are near-completely cross-compatible with each other to the point it's possible to make one game use the other's engine. Suspiciously Similar Substitute: While pre-release screenshots of the game used exact replicas of the Eiffel Tower and Arc de Triomphe, these were altered in the final release likely due to usage rights over the depiction of French landmarks (especially when they are portrayed in a less-than-flattering light). This battle can be played from both sides, though the Soviet version has a South Korean fleet moving in to assist the defenders. A bunch of fires is passable, but beach towels? Supernatural Phone: Yuri uses one to mind control people, no matter how far they are. The expansion takes another step with Yuri's cartoonish faction, a mission on the Moon etc. Masterminds will suffer a "brainwave overload" and self-destruct if it controls too many units. Difficult, but Awesome: The Allied Spy. However, they are not cheap (1500 credits, more than most tanks) and are vulnerable while erasing a target from time. Explosive Overclocking: Happens with Yuri's Mastermind unit. When fully promoted, that refraction becomes one of the largest and most damaging area-of-effect attacks in the game. Disaster Dominoes: Prone to happening to Terrorists and Demolition Trucks, especially if they're bunched up, as their explosions will start a chain reaction through the whole group. The U. S. base is actually around the Alamo, though they don't garrison it, which you can do. The final mission involves Zofia intentionally overcharging it to bring Yuri into the same time period, except he's completely defenseless against them. It's possible to acquire one of them as a unit and take it back to present-day San Francisco. Yuri's "Psychic Dominator" weapon permanently mind-controls a few enemy units (even those that are already mind-controlled, even if by another Psychic Dominator). note The Towers can only control 3 units and then they become helpless. Smooth of Victory: In the Allied endings, Tanya and Eva clean up nicely and hit on "the Commander", suggestive music and all. Likewise with the four black Apocalypse Tanks. The Psychic Dominator permanently mind controls units in a 3x3 square. Early-Bird Cameo: Many people don't realize that General Carville (and his actor) appeared in the second expansion of Red Alert 1, making him the only actor to appear in multiple Red Alert titles and the only character other than Einstein to do so. We Will Meet Again: One of the more chilling parts of the base game in the Soviet ending. The Spy can steal credits from a Refinery, reset a superweapon's timer, reset the shroud, or temporarily disable the enemy's entire power grid. He looks in his late sixties. Boomers in the expansion. When an airstrike to destroy the device in San Francisco only manages to temporarily knock out its power, a desperate gamble is undertaken using another of Einstein's inventions: a time machine. It also, for some bizarre reason, makes all nearby buildings explode. Also his clones, in the expansion pack. Played straight in the Allied campaign, but in the Soviet campaign it turns out that Yuri is in fact The Man Behind the Man for Romanov. What's next, killer whales? I Want My Mommy!: Soviet conscripts will sometimes shout "Mommy!" when they come under fire. It also doesn't help that competitively, they're regarded as a distant third in power for Multiplayer. The Allies put a stop to it by destroying his cloning facilities in Sydney. On the second-to-last Allied mission, using a Nighthawk to hug the left or right side of the map and fly south brings it to a clear space in which it can land and unload SEALs and spies in peace. Musical Nod: Of several flavors— Musical Spoiler: "Operation: Last Chance" has "Blow It Up" as the track of choice for the first song that plays when you start the mission. (Transmission cuts out) And I Must Scream: Yuri's fate in the Allied ending of Yuri's Revenge, where he is captured, strapped down to what amounts to a metallic coffin, with something like a dentist's lamp right over his head, and kept there for a life sentence, all to prevent him from using his psychic powers. Tailor-Made Prison: The Allied victory in Yuri's Revenge has Yuri Prime being captured, escorted by mind-shielded guards, and put in a special capsule where he would be unable to use his powers. Not so much when it's in the middle of a parking lot or freeway. Boring, but Practical: Tank Rushes, using each side's bog standard tanks, are some of the most economically efficient strategies in the game. Yuri's Mind Control units don't deal any damage by their "attacks". The Battle Fortress starts off with a machine gun (which it always has no matter what configuration) to deal with infantry and it can run over almost any vehicle (including the Apocalypse Tank). It's used in an especially interesting fashion in the Allied campaign, where they use the Chronosphere to teleport a strike force straight into Moscow to take the Kremlin and avoid a scorched earth campaign by the retreating Soviets. Back from the Dead: Ben Carville gets assassinated by a Crazy Ivan in the unexpanded RA2. Furthermore, since mind control units are helpless against robotic units, a defensive wall of Lasher tanks in Tank Bunkers is arguably a Yuri player's best defense against the occasional Allied Robot Tank rush (which even an easy AI opponent will use against you), more cows up here than people. Alternatively, those really could be their first names, but their surnames are never given and are referred to informally on a regular basis. Lighter and Softer: Unlike its darker and more serious predecessor, Red Alert 2 has a rather campy and light-hearted tone while still retaining some gravness. The Soviet Terror Drone, Allied Robot Tank and Yuri Chaos Drone being the most directly obvious. They outrange anything that isn't an artillery unit and can kill all but a few infantry units in one shot, though in turn they're slow to move, slow to fire, and terrible against anything other than their infantry. He finds the welcome odd, since from his point of view he was never gone in the first place. The USA also has to set up a Government in Exile in Canada until Washington DC is retaken. Despite GIs, conscripts and initiates being the only units that are able to garrison civilian buildings, one urbanized map can fit just about twenty infantry divisions in it. One-Man Army: Boris. You Watch Too Much X: In one of the later Allied missions in Yuri's Revenge, the enemy forces suddenly start throwing Flying Saucers at your base. We Have Reserves: It's established early on the Soviets are not philanthropists.Lt. Zofia: Pay no heed to casualties Comrade Commander, for every Conscript that dies in this glorious crusade, there are a thousand more eager to replace him. Super Villain Lair: In Yuri's Revenge, Yuri has a secret island, a family castle in Transylvania, and even a moonbase. The End... Cue the Villainous Breakdown from Romanov. By the Allied ending of Yuri's Revenge, Yuri is reducing to ranting at his prison wardens and demanding that they obey as they strap him into a device that would prevent him from using his power to mind control anyone else. Mind Rape: Yuri is all about this. This later led to some unfortunate implications due to 9/11, since the Twin Towers were destroyable structures in the game (and doing so actually rewarded the player with powerups). The Player Is the Most Important Resource: The video cutscenes after the final mission acknowledge that the success of the final battle was due to your leadership. General Carville: He won't be able to mind-control a fly. Attack Drone: A few are found here. This may have something to do with his only appearing in the Playstation release of Dreadnoughts, the best Soviet naval unit and most heavily-armored naval unit in the game. Weaponized Landmark: One of the Soviet missions involves turning the Eiffel Tower into a giant Tesla coil. In a pinch, they do have debatable utility because they can target your own buildings to save key structures from superweapons, but this is pricey and it usually much better to use your force shield (zero cost to deploy once unlocked save for temporarily knocking out your power while it's active). Autobots, Rock Out!: Produced by Frank Klepacki, Red Alert 2 has one of the most badass soundtracks you'll find in a video game. Thankfully there is another Allied War Factory elsewhere on the map available for takeover with an Engineer. Title Drop: In the final Soviet cutscene of Yuri's Revenge, Yuri drops the franchise title: Yuri: "The entire world and all of its history is mine to command and conquer." Took a Level in Kindness: In the Yuri's Revenge expansion, Tanya is a lot more welcoming and loyal towards the commander compared to her Red Alert 2 personality. Having known Stalin personally, he's probably picked up the habit from the man himself. Faction Calculus: In the vanilla game, there is less difference between the two sides than in previous C&C games but the Soviets still qualify as the Powerhouse to the Allies' Subversive. Piggybacking on Hitler: Yuri aided the Soviets in their rise to power, but has his own plans and was using the war as a smokescreen so he can set up his Psychic Dominators to mind control the world when the Allies and Soviets aren't looking. The AI doesn't realize the deadly threat and sieges against CPU bases often turn into a massacre while the armored units of the defender sit idly by on the other corner of the base. You can garrison a Lasher tank inside of them and they will be mostly protected from damage (though the Allied Harriers can still destroy tanks inside the bunkers). Awesome Personnel Carrier: The Battle Fortress and IFV are awesome in their own way. No Campaign for the Wicked: Yuri in Yuri's Revenge does not have a campaign/note though a little-known series of multiplayer cooperative missions do exist for Yuri's side. A reference to the Orca Aircraft from the Tiberrium series when Eva comments on the absurdity of the Attack Dolphins - doubly so given that Lt. Eva's actor had previously appeared as a crewmember aboard the Kodiak in Tiberrium Sun. Eva: Intelligence informed me that effective countermeasures involves specially-trained dolphins which are now at your disposal, which this re-take mission, appropriately named "Operation Deja Vu", returns into the Chronosphere prototype being destroyed and the Allies surrendering. Later releases of Red Alert 2 patched this even further by giving them generic names e.g. "Paris Tower" and "Arch of Winning" due to Unfortunate Implications after the September 11 attacks. Power Glows: Starting with Red Alert 2, any unit that makes it to Heroic (max veterancy) status will find their weapon fire glowing red, either in the form of a large red muzzle flash, the projectiles themselves glow, or the explosions they create are bright red mushroom clouds bigger than the unit itself. They have all the advantages of a standard submarine and have torpedoes that are only a little less damaging individually than the Typhoon Attack Sub's, but the Boomer fires two of them compared to the Typhoon's one. It will happily push forward and Mind Rape as many units as it can regardless of this until it is destroyed, which is pretty indicative of the driver being quick to getting Drunk with Power. Or Is It?: The Soviet campaign in Red Alert 2 ends with the reveal that Yuri is still alive after his physical body was destroyed along with the Kremlin, and transferred his mind into one of his brains-in-a-jar.Yuri: It would have been good to see inside your mind. General. Using the right unit combination is a necessity as Yuri. Human Resources: Yuri's Bio-Reactors from the Red Alert 2 expansion. One is mentioned under Casting Gag. Cool Airship: KIROV REPORTING! Either the Most Wonderful Sound for the Soviets, or absolute Nightmare Fuel (especially when in large numbers) for the Allies. It takes quite a bit of micromanagement and supervision on your part to get them to safely infiltrate an enemy building.note Attack Dogs and psychic units are the biggest threats to the Spy. Casting Gag: Barry Corbin, who plays General Carville in RA2, is basically reprising his role as General Berringer from WarGames. Artistic License - History: Due to historical reasons, it would be highly unlikely for a member of the Romanov family to make it all the way to the office of Premier of the Soviet Union. Take Your Time: The game keeps track of the time spent on a mission and the aftermath briefing gives a message of praise or of tardiness depending on the commander's quickness. Played straight once Yuri starts using his powers to control Romanov's mind. I still may get a chance. There's no time limit on the mission, though, so you're free to watch brainwashed civilians walk into them for as long as you like while you build up your forces. A technical Fission Mailed too. Violent Glaswegian: The crew of the Allied Battle Fortress in Yuri's Revenge certainly qualifies, though the accent is pretty bad.Battle Fortress: ROLLING THUNDER! Washington D.C. Invasion: The first Soviet mission has you destroying the Pentagon. The Genetic Mutator, one of that faction's super weapons, forcibly mutates enemy soldiers into Brutes. Zofia says in the briefing that the Allies wanted to reverse the events that happened "in the last few hours", implying the Soviet forces were close to San Francisco... The Good, the Bad, and the Evil: The Allies, the Soviets and Yuri (and his faction). There are others as well, such as the Soviet Siege Chopper in the expansion, acting as a regular anti-infantry helicopter normally and able to deploy into an immobile siege cannon that wrecks vehicles and buildings. The Allied commander is dubbed "The Ghost" for the use of stealth to destroy Soviet bases, while the Soviet commander is named "The Butcher" for the destruction of Paris by transforming the Eiffel Tower into a giant tesla coil. The Mirage tank appears to be armed with an infrared laser cannon. Shoot the Dangerous Minion: Yuri assassinates Premier Romanov to seize power and then orders you to kill General Vladimir, who was already suspecting Yuri's motives and had been framed for the murder. Soft-Spoken Sadist: Yuri rarely raises his voice above a calm murmur. Yuri is still very much alive after you thought him dead, and makes his intent to return very clear. Sapient Tank: The Mastermind tank. If you finish the Soviet mission in France to turn the Eiffel Tower into a giant Tesla Coil, electrocuting men and destroying buildings around it under par time, it states that they fear your command more than Soviet tanks and that you are known as "The Butcher". Chain Lightning: The fully-promoted Tesla Trooper gains this ability. Flint can insta-kill infantry with his revolver, Arnie totes a minigun and is Nigh-Invulnerable, and Sammy somehow managed to attach a Grenade Launcher to his M60 that can blow up any structure instantly. Nuclear Weapons Taboo: Justified in the Allied side, since their supply is completely neutralized at the start of the game. Yuri, in Revenge, does manage to take over the world, save for San Francisco, but Time Travel manages to sort that out. It can mind-control more than one unit at a time, but if it tries to take more than three its health will steadily start to decrease from the strain. Mastermind: Brainwave overload! Expy: Yuri somewhat resembles the legends (but not the actual truth) of Rasputin. Problem is, said place is in the Florida Keys, well inside the range of the Soviet nukes in Cuba. A group of IF Vs can challenge even the Soviet Kirov Airships or Yuri's Floating Discs. The General tells the allied commander "You'd get along better with the Soviets". The player can free them so that they can help him take down Yuri. Genetic Engineering is the New Nuke: Literally. Inverted in one Soviet mission, where you electrify the Eiffel Tower into a gigantic tesla coil, which proceeds to lay waste to the entire city. The games were pulled, several covers were changed and later editions avoided calling the buildings by any names at all - however, in the NYC mission the buildings are still there, destroyable and garrisonable, and the video briefing still mentions "the pathetic cathedral shrine known as the World Trade Center." The second to last mission of the Soviet campaign requires the destruction of the Kremlin, while the final Allied mission is a notable inversion: the Kremlin should only be captured as destroying it leads to a failed mission. Carville's funeral. If placed correctly, it can wear down a good two-thirds of a Construction Yard's health. Brick Joke: In the first Soviet mission in Yuri's Revenge, after capturing Einstein's Time Machine, it is accidentally overcharged and brings the whole army to prehistoric times, and the Soviets have to fend off against dinosaurs before being able to return. This makes "General Vladimir" an odd-sounding name to Russian players; something like Vladimir would have been more natural. They are cheap, quick to train, and available very early in a game. Oral Fixation: In most cutscenes Lt. Eva and forces her to divulge where the peace conference between the Allies and Soviets is to take place (the Palace of Westminster in London), forcing the Allies to scramble to stop Yuri from destroying it and killing the heads of state who are meeting there. The IFV's main schtick, however, is that it can combine with all sorts of infantry from any faction for a variety of attacks and uses - perhaps most importantly, a mobile repair unit with an Engineer, which can keep your units alive when they're away from base's service depot and easily negate a Terror Drone infestation, giving the Allies a huge advantage over them compared to the other factions. A couple to WarGames. For example: The Navy SEAL massacres infantry and structures (though they have to get right up to the latter, so base defenses and garrisoned buildings are a no-go without something with better armor to distract them), but barely scratches vehicles. Then when you have completed the destruction of the U.S. East Coast fleet, he takes credit for your accomplishments by returning to Moscow before you can. General Carville and Premier Romanov lampshade this ridiculous arsenal in different occasions. His one saving grace is being savvy enough to see through Yuri, but it feels rewarding when you finally remove him from command. Palette Swap: Yuri's hover transport is nothing more than a recoloured Allied hover transport vehicle. Tanya also counts, carrying all the C4, one-liners and her iconic laugh from the previous game. Video Game Cruelty Punishment: You might be tempted to do so either as revenge for the Soviet invasion of the United States or because it was the actual objective in the penultimate Soviet mission, but destroying the Kremlin in the last Allied mission makes you fail the mission. The Allied Chrono Legionnaire, who can teleport around and use their BFG to "erase" a unit, with the time required proportional to the target's strength and number of Legionnaires zapping the target. This combination will destroy aircraft, ground vehicles and infantry with ease. Danger Deadpan: The Allied Harrier Pilot's voices have the sound of a very smooth operator. Bland-Name Product: McBurger Kong, a spoof of McDonald's and Burger King. Kill and Replace: One of Yuri's plots in Yuri's Revenge involves replacing world leaders with clones. You get to sabotage a Psychic Dominator for a single use in this mission. Thing is, they try to do this even in Short Game mode, where players are defeated if they have no buildings left - so destroying the AI's Construction Yard and unit producing buildings becomes a not-so-Instant-Win Condition. Anonymous Ringier: The player character in the Allied campaign is invited to a video conference with the "European

Use the Chicago mission, with participants being Expies of Margaret Thatcher, Charles de Gaulle and a generic German chancellor. Bilingual Bonus: A few in the soundtrack. The problem is that your objective is to either capture or destroy the White House, but the outcome is the same regardless of what you choose to do. In the Soviet campaign, he uses them to treat death if he gets killed after the mission is complete but before the score is tallied with you lose. Bonus points because the mission enables the Allies to win the war in the aforementioned re-take of the Cuban missile crisis. One allied mission sees you Yuri to destroy the base of such detest Yurii in Los Angeles. Sure enough, after setting down your Chronosphere device, "time is running out" as you must neutralize the nukes ready to launch at your base. Units change side (and color) and start fighting against you so long the mind control guys are alive and not controlling someone else instead. HULK MASH! Up: One of Yuri's units is the Brute, a giant muscular brute with grey skin who communicates largely in grunts and "Smash!!" catch-phrases, except that, if there are multiple enemies, they may disguise a Spy as one enemy's unit to send him to another enemy's base. Gondor Calls for Aid: After the fourth mission of the Allied campaign (following the destruction of Chicago), Dugan holds a conference with the leaders of the other Allied nations specifically for this purpose. When all production buildings and the construction yard of an AI player are destroyed, they will sooner or later sell all their remaining buildings to send everything they've still got to an all-or-nothing attack. Competitive Balance: Following the expansion's release, consensus seems to be that the Allies and Yuri are both viable factions (though considerable debate surrounds Yuri's "cheap gimmicks"), while the Soviets are criminally underpowered to the point of irrelevance, although playing as Iraq allows Soviet players to build Desolators to even the score thanks to their potent and cumulative area damage radiation. The Butcher: When you finish a mission you get a description of the results of it which are better and more badass if you finish under par time. Fully demonstrated during Dugan's conference with the other Allied leaders, who are chomping at the bit to attack the Soviets — especially after Chicago is nuked — but must stay their hands for fear of nuclear retaliation on themselves. Playing with Fire: Yuri's Initiates are pyrokinetics who attack by igniting fires with their powers. Brain in a Jar: Yuri has some of them in his lair. Weather-Control Machine: The Allied superweapon, designed by Einstein after the US loses its nuclear capability. After the Allies destroy a massive mind control device built by the Soviets in occupied Chicago in the mid of time, he announces that with the weapon destroyed he has no further use for the city. Meanwhile, the Yuri faction has abundant Mind control powers to steal the massive tanks and turn them against their maker. You Are in Command Now: After Carville's death the player character is given command of the entire United States Military. By the ending of Yuri's Revenge, the timelines of RAZ and YR merge, which lets Ben stay alive for real, much to Dugan's bemusement. Bald of Evil: Yuri. In Yuri's Revenge, the Soviets take it to its next logical step after their victory: expansion across the cosmos. Even against tanks, it's vulnerable to flanking thanks to its fixed turret. The final Allied mission in the original campaign can be made a lot easier if you use Chrono Legionnaires to erase all the Nuclear Reactors in the map. Cue you realizing Yuri's army is very weak against his own superweaponette Units that are mind-controlled by a Psychic Dominator cannot break fire, and can only be mind-controlled by another Psychic Dominator. This can veer rather sharply into Paper-Thin Disguise territory, since it always takes on the appearance of a tree when idle. Battle control online. Badass Bystander: Generic civilians in some missions will sometimes open fire on enemy troops (yours or the opposition, depending). They are cheap and quick to train (half the cost or time of the Allied GI), making them an ideal choice for garrisoning civilian buildings, a Battle Bunker (in Yuri's Revenge), or (if you acquire Yuri's tech) filling up a bio-reactor to power a base. Near-Villain Victory: In the meaningfully-named Allied mission "Last Chance", the Soviets almost succeed in using a Psychic Amplifier to mass mind control all of North America. Cool Boat: Everybody has some, culminating in the Allied Carriers and the Soviet Dreadnoughts. No line of sight mechanics are present. Fake Difficulty: The campaign speed is fixed and set to fast. Capital Offensive: In the Soviet campaign the Reds hit Washington DC first to destroy the Pentagon in a Decapitation Strike. The intro of Yuri's Revenge has several aircraft flying under the Golden Gate Bridge during their attack run on Alcatraz, a scene taken from The Rock. Invaded States of America: The main scenario of the vanilla game, taking around two thirds of each campaign. Mind-Control Device: The game features mind control with Yuri and more elaborately in the Yuri's Revenge expansion pack: Cheese-Eating Surrender Monkeys: Poked at with the multiplayer taunts for the French subfaction ("Surrender! No, not 'I surrender', you surrender!") but avoiding in the in-game story, in which it is the representative of France who reminds the US that You Are Not Alone and is ready to take command of Tanya and the forces accompanying her. The Alliance: The Allies, as usual, though this time the game focuses on the US due to the setting. Schmuck Batt: In the penultimate Soviet mission, Yuri taunts you with this little gem when you build a Terror Drone (it also doubles as a clue; the Terror Drone is immune to mind control) "Terror Drones are such mindless beasts. This is because in the Soviet campaign, it is being occupied by a traitor; in the Allied campaign, the original Premier is still in charge and the Allies want him to order a ceasefire. Even if you take out the nuclear reactors that power the Flak Cannons and the Tesla Coil, dealing with the four Elite Apocalypse Tanks is extremely hard. Red Baron: In both the Allied and Soviet campaigns the player is told that their actions have caused the terrified enemy to give them an intimidating nickname. Allied Robot Tanks are immune to mind control and can hover over water, but they are otherwise just more expensive Grizzly Tanks that can't be promoted and require a separate structure for building and operation - a building that, if out of power or destroyed, leaves all your Robot Tanks you own until you can get power back up or replace it. It Has Only Just Begun: When the Soviets have shut down the entire US Missile Command.Romanov: Is it done, Yuri? Fizzion Mailed: The fourth Allied mission has you destroying a Soviet Psychic Amplifier in Chicago. Dual Mode Unit: Allied GIs can deploy behind sandbags to increase their range, power, and defense at the cost of movement. The only reason France (and the UK and Germany) don't immediately rush to help the USA is because they have Soviet nukes in Poland aimed at them and are understandably lukewarm about rushing in to help under these conditions. Veteran Unit: Beefed up from Tiberian Sun, some top veteran units become very near One-Man Army levels of power and Healing Factor. The newscaster comments that "It has been decades since we've seen anything quite like this", either referring to the German occupation of Paris in World War II (which in the altered timeline never even took place) or the end of the Franco-Prussian War in 1871 which ended with a foreign occupation of Paris (according to the campaign progression maps in Red Alert 1, the Soviets reached France in the first war before being beaten back, but not Paris). A Mythology Gag in the Soviet campaign of Yuri's Revenge has the reverse happen to President Dugan. Time is running out," is sampled from the movie Evil Brain from Outer Space. A downed Harrier crashes into the Nuclear Reactor that powered the Psychic Dominator on Alcatraz Island, preventing it from activating and mind controlling (at least) the US's West Coast. And the invasion of Pearl Harbor too, this time with Soviets as aggressors and the US anticipating the attack via U-2 spy planes, thanks. It's even his superweapon equivalent to the Soviets' nuke. Conscription: If you haven't played as the Soviet Union, take a wild guess. They're fairly quick, immune to mind control and unique among infantry for being immune to dogs. Stealth Parody: On mutual stereotypes of the Cold War, especially about the USSR. It is awesome. Crippling Overspecialisation: Go beyond the workhorses of each faction and most of their units fall into this. A more subtle example with Lt. Zofia, who displays a subbed interest. In Yuri's Revenge, with the Soviets losing their psychic units and the Allies gaining some more specialized ones, Yuri's side is Subversive, the Allies are Balanced and the Soviets are Powerhouse. Although the Allies won the war originally, the remnants of the Soviet military seize the time machine and use it take out Einstein's Black Forest lab, winning the war. Indeed? Then there's the expansion campaign, which features such gems as weaponized Moai statues, an Arctic/Moon base, and a gothic Transylvanian mansion headquarters. Shoulders of Doom: It can be hard to notice on tiny infantry sprites, but some soldiers, namely Conscripts and Guardian GI wear rather large shoulder pads. The same can be said of Flak Troopers, Desolators, and deployed GIs and Guardians. Dirty Coward: Yuri's galling tanks and Magnetrons; they certainly like to dish out punishment at long range but flee at the first whiff of a counterattack. Brutes are gigantic, heavily-muscled mutants that can cause heavy damage to vehicles and infantry. During the Cold War, there was a conspiracy theory that the Soviets had a military base in Siberia containing psychic children who could kill people anywhere on the planet with a thought. However, taking one spy to said point is quite difficult though, and it only works once per building. "I lost a bomb.. The worst offender though may be the Infantry Fighting Vehicle, possessing armor as effective as tin foil and even when deployed in large numbers will be easy prey for the Soviets' heavier units. Kaizo Trap: In the vanilla Allied campaign, Tanya must survive. The whole world is watching and waiting. The fourth Soviet mission in the original campaign can be done much faster if one positions a number of Terror Drones to the Allied landing site. Mood Dissonance: The game's cheery atmosphere gets a bit more serious when Carville dies, from the other side. In later versions, this was patched by preventing mind-controlled MCVs from packing, and Construction Yards from unpacking. Chicago is destroyed by a nuclear bomb after the player destroys the psychic amplifier and the USSR has no further use for the city. Brute: Is cloberthing time, yo? Shut-out: The first Soviet mission, the invasion of Washington DC, is called "Operation Red Dawn". Everything's Better with Dinosaurs: In the first Soviet mission in Yuri's Revenge, when you get sent to prehistoric San Francisco, you can find a lone T-Rex stranded on an island that you can land onto one of your transports and take back with you to present day San Francisco, where you can inflict some serious damage on Yuri's forces and Psychic Dominator with it. Stock Footage: Some of the cinematics such as military parades and scenes of buildings burning down were apparently taken off news and archive footage. And given that Soviet technology includes cloning tech... They are also the only units in the game that can attack (plant bombs) on allied units without holding the force fire key. This is very handy for positioning base defenses more efficiently and effectively (especially the Allied Prism Towers so they can use their coordinated prism beam attack). Monumental Damage: The Soviets demolish the Statue of Liberty, the Pentagon and lots of other landmarks. In the opening of Yuri's Revenge, Yuri activates his Psychic Dominator network, successfully mind controlling most of the planet, their team color is jet black. How he manages to find an intact hiding spot even in the rubble among the White House is anyone's guess. Mighty Glacier: The Soviet war machine tends to be this - compared to the Allied vehicles, they are slower and more expensive, but sport stronger weaponry. While they came pretty close in the Allied campaign as well, they're pushed back by the player. What makes it a master of all, is that you can place 3-5 Guardian GI who carry powerful, long-ranged rocket launchers and perhaps a Sniper or two. And man, what an instance. If a human player is paying attention, then they're easy to counter by quickly building an anti-infantry turret in said player's base or escorting lone targets so that Legionnaires can't snipe them. Most of them can be garrisoned and used as fancy-looking bunkers, while others can be repaired for cash bonuses or, in the case of the Eiffel Tower, used as a giant city-leveling Tesla coil. The Soviets having psychic units in the game was probably inspired by this conspiracy theory. Romanov assures the player in one mission that "After you feel pain from my nuclear bombs, you will WEEEH for ANOTHER chance!" and the Allies have to counter the Soviet silos in the campaign. "The Fox and The Hound" has the mission objective of mind-controlling Premier Dugan as an Instant-Win Condition... Non-Damaging Status Inflation Attack: Allied Chrono Legionnaire's attack doesn't deal any real damage. Heroic-level Grizzly, Rhino, and Apocalypse tanks launched two miniature nuclear shells per barrel, and Heroic-level V3 Launchers and Dreadnoughts launched V3 rockets with small nuclear warheads. Villainous Breakdown: Premier Romanov in Allies campaign, especially after the player destroys 3 nuclear silos in one of the missions. This is the name of the missile operator in WarGames who refuses to launch his missile at the beginning of that film. Hero Unit: Tanya and Boris, two hoasting badasses with a rivalry. Master of All: The Battle Fortress and a Heroic-ranked Apocalypse Tank. Convenient Weakness Placement: In "Tomb Raided", there's a group of Lasher and Gating Tanks right in the middle of Yuri's base, tidily placed in a 3x3 square. Averted by the Soviet Union. He proceeds to detonate a nuclear bomb, killing everyone in the city, the Allied attack forces and even his own remaining troops. Awesome, but impractical. Apocalypse Tanks might seem intimidating to beginning players and seem very difficult to kill, but experienced players can exploit their pronounced weaknesses. Everything is Big in Texas: One Soviet mission has you hanging down the US president in San Antonio. The Chrono Legionnaires' RetGone gun is about 1000 long as their power-armored wielder is tall. On the downside, their power rockets can be shot down by anti-air defenses. In general, each of the factions' basic infantry (the Allied GI, Soviet Conscript, and Yuri's Initiate) fulfill this trope, as damage typing is rather flimsy when it comes to raw power, which allows these humble soldiers to dish out damage to infantry (as intended), armor, and structures alike in high enough numbers. Sure, he's part of a villain faction, but he's Obviously Evil even compared to the other characters, and nobody but the brainless General Failure suspects him of treachery until it's too late. From the left, a spy can easily access the leftmost nuclear missile silo, resetting the timer. The iconic acknowledgment "We will bury them!" from the Soviet tanks paraphrases a famous (and misinterpreted) quote by Nikita Khrushchev.note Originally, it was referred right to the enemy: "We will bury you!" In the final Soviet video, the Soviets have taken over the entire world. Mastermind mind control infantry and ground vehicles, but are helpless against air units and robots. Death from Above: The Soviets lose the tactical aviation advantage they had in RA but they instead have the Kirov zeppelin-bomber. It's literally like a hyper-advanced coffin, with Dentist equipment near his head. Yuri: No, Comrade Premier, it has only begun. No Celebrities Were Harmed: No Indoor Voice: Allied GI's never drop below an enthused shout, contrasting with the utterly bored sounding Soviet Conscripts. BFG: Best exemplified by the French Grand Cannon, a giant static artillery piece with massive range and damage output that can take bases pretty much immune to ground assaults. "We will bury them!"— Soviet tanks. The fourth main game in the Command & Conquer series and the last fully developed by Westwood Studios. Regardless of which campaign, all of Yuri's plans end up failing spectacularly and then Yuri himself eventually being submitted to some humiliating fate. However, unlike "Mirage" from the vanilla Allied campaign (the mission it mirrors) the Chronosphere is not only fully operational, but if you get an Allied Construction Yard, you can build your own fully operational Chronosphere. 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You Are Too Late: Not quite on the level of Adrian Veidt, but Yuri laid low and used the confusion of the war to successfully build his array of Psychic Dominators, and only finally surfaced and announced his plan when his devices were mere minutes away from activating. You were supposed to capture Romanov so he can sign a peace treaty, not kill him. Downer Beginning: Yuri's Revenge's intro depicts Yuri announcing to the US the activation of all of his Psychic Dominators, which will mind control the entire planet, and then the US sends Harrier squadrons that fail to damage the Psychic Dominator in San Francisco. When the device is destroyed, the Soviet commander in charge of that part of the front is pretty darn livid, immediately detonating a nuclear missile to wipe out Chicago. The eighth Soviet mission involves attacking General Vladimir's base near and capturing the White House. Yuri's forces are weak to units that cannot be mind-controlled. Prism and Mirage tanks are utterly lethal against structures and units, respectively, but have rather bad performance against the opposite if they aren't promoted. How it works is simple: the epicenter receives a constant, rapid-fire barrage of extremely devastating lightning bolts for as long as the storm is active while it also randomly spawns lightning bolts across the area of effect. Unless you use the Chronosphere to teleport them right over those lakes to the east. Yuri's "Genetic Mutator" superweapon instantly converts a bunch of people into massive mutants. Video Game Cruelty Potential: Yuri's faction has the Grinder machine, which you can send your obedient soldiers (or hypnotized enemies/civilians) into to shredded into valuable scrap bits. Spanner in the Works: The Soviets in their Yuri's Revenge campaign. Furthermore there are two kinds of mind control: direct, puppet master mind control that involves units temporarily commandeering others and less specific, broadcasting Psychic Beacon mind control culminating in the Psychic Dominator doomsday devices that won the game for Yuri half a minute into the opening cinematic if not for both a lucky fighter crashing into a Dominator power source and Einstein conveniently pulling a functional time machine pretty much from hammerspace. Gameplay and Story Segregation: "Deja Vu", the second Soviet mission in Yuri's Revenge, is about trying to destroy Einstein's Lab and the still-in-development Chronosphere. Artificial Stupidity: Allied AI players know full well to disguise a Spy as an infantry unit of the opposing faction, then send him to infiltrate... Often enough, this is invoked as a handy way to counter them. There is however a mod which restores the old Eiffel Tower complete with a custom destruction animation. 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Ditto if you build Flying Discs (as Yuri) or Kirovs (as the Soviets). The Apocalypse Tank starts off as a monster with regeneration, powerful twin cannons and medium strength anti-aircraft missiles. In "Tomb Raided", if you rescue Einstein without destroying the Psychic Dominator, he will sabotage it and give you control over it. The IFV can change armaments depending on the troop type it is carrying, though at the cost of only being able to carry one person; in contrast, the Battle Fortress carries full squads, letting them use their heaviest weapons from the firing ports, and is so large it can crush other vehicles. Then he brings more civilians as human shields for his forces before semifinal attack wave. Decapitation Strike: The Soviet campaign opens with a strike force landing near Washington DC and destroying the Pentagon to send the US military into disarray. Happy Ending Override: The Soviet campaign of Yuri's Revenge does this to the base game. The Player General continues to serve Yuri for a while until his continued success makes Yuri wary of a new threat. Cloning Blues: In the base game, the Soviets have the Cloning Vat structure that freely produces a duplicate of every infantry unit purchased. Problem is, the civilian AI has no base building routine defined, causing the game to crash instantly if a civilian side ever acquires an MCV by a few relinquished mind control over one belonging to a defeated faction. A medium or higher AI opponent will build lots of anti-air units to counter those humilistating fate. However, analog "Mirage" from the vanilla Allied campaign (the mission it mirrors) the Chronosphere is not only fully operational, but if you get an Allied Construction Yard, you can build your own fully operational Chronosphere. 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