

---

Subject: Re: I'm sorry

Posted by [Chronojam](#) on Sat, 22 Oct 2005 14:45:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Kanezor wrote on Fri, 21 October 2005 20:38 Terminator 101 wrote on Fri, 21 October 2005 16:15 games are not made to be beaten quickly, they are made to last as long as possible! I love the "Civilization" series of games. Except, I hate how it takes FOREVER to get to any fun point in the game (eg, "today's" technologies). So, I'd make maps that would pit all the players against each other, but with the whole of the tech tree researched. I figure, that's only about as bad as a modified RA/RA2 maps in which the entire map is gems -- you pretty much don't have to wait for your income.

Although, it wasn't so bad in Civilization II, since it was a lot more fun during the beginning eras than the same eras in any of the other Civilization games. Especially on the European map. Damn Civilization III for not having a decent equivalent! Europe would be awesome with 15 AIs!

Civ 2 was REALLY great especially when you made the transition from old-world to modern-world. Leo's Workshop to the rescue! Your militia has turned into a trained fighting force! Your boats are now badass!

...I added the plumbing improvement which was strangely disabled by default, too. Have you ever seen a Barbarian Paratrooper in the ancient times? He's this badass Shogun looking guy who can teleport.

---