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Subject: Re: Just out of curiosity?

Posted by [Dover](#) on Mon, 18 Feb 2008 08:13:14 GMT

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Goztow wrote on Mon, 18 February 2008 00:08 You mean a game where you make one unit at a time? The problem is that today, there's no intrest for games that take 1,5-2 hours to finish, like RA used to. Everything needs to be action filled, and over in let's say half an hour max. Especially online play.

So I don't think that this aspect would have a lot of success nowadays. Or maybe I misunderstood what u asked.

Everything up until Generals had "one-unit-at-a-time".

C&C 3 fixed the sidebar up nicely. C&C 3's interface with RA1's gameplay would make for a willing combo.

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