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Subject: Re: Just out of curiosity?

Posted by [Ethenal](#) on Mon, 18 Feb 2008 20:14:06 GMT

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nikki6ixx wrote on Mon, 18 February 2008 12:42 You know, I never even considered 'multiple build/train' . I just built a couple barracks, and factories, and I got the units fast enough.

But I suppose most would want, if not demand that feature.

I guess I'm thinking of a Red Alert 1 with a few tweaks, like the ones Goztow mentioned, a better interface, and some better graphics. However, it would lack a massive tech tree, and would not contain a massive amount of superweapons, and such.

Playing it again, I was amazed how easy it was to get into the game, and to pick it up and play reasonably well. The beauty is the game's simplicity.

I agree with you, it was never really a game where you had to play a couple of maps to understand all the structures and units, everything was self-explanatory, and it was easy to figure out what did what.

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