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Subject: Re: Why do people hate EA?

Posted by [nikki6ixx](#) on Thu, 17 Dec 2009 05:28:39 GMT

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I've always felt that the franchise needs a revise, which makes it more accessible to casual players. I'm thinking RA1, with the graphics and AI of today, but with RA's general simplicity.

C&C1, and Red Alert especially, sold very well to many people who wouldn't normally buy RTS', myself included. The tech tree was easy, and it didn't have a ton of extra crap. Instead, you had a lean game that you could pick up and play very easily, and yet have to really work at to be a master. The last RTS I played was the C&C3 demo, and I was in way over my head.

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