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Subject: Re: Why do people hate EA?

Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 05:59:15 GMT

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nikki6ixx wrote on Wed, 16 December 2009 23:28 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. Couldn't have said it better myself. TD and RA1 were simple, but not overbearing. But to master it, it took a little bit more skill than you'd think.

I like almost everything they've done with C&C4, but with no game mode even to build bases... I dunno, that kinda kills what made the series so great.

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