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Subject: Just out of curiosity?

Posted by [nikki6ixx](#) on Sun, 17 Feb 2008 23:58:43 GMT

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After reading through, and commenting on the upcoming Red Alert 3 a couple days ago, I popped in my dusty RA1 CD, installed it, and played a couple skirmishes.

The simplicity of the gameplay, and its 'back to basics' feel was refreshing, and pretty fun.

So I wonder, what do you think the popularity of a game like Red Alert 1 would be like in this day and age. It would need to have relatively updated graphics, comparable to Generals, or what-have-you, and a better AI, but the gameplay, units, et al would all generally be the same. No overpowered superweapons, no lengthy tech-trees, etc.

Would there be a demand for such a game? Discuss.

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Subject: Re: Just out of curiosity?

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

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You mean a game where you make one unit at a time? The problem is that today, there's no interest 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.

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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 interest 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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Subject: Re: Just out of curiosity?

Posted by [Goztow](#) on Mon, 18 Feb 2008 08:28:04 GMT

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RA2 and even already TS allowed to build multiple units at a time. Units being infantry, flying units, vehicles and navy. You could build/train multiple units at a time. You couldn't build/train multiple vehicles at a time, though.

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Subject: Re: Just out of curiosity?

Posted by [nikki6ixx](#) on Mon, 18 Feb 2008 18:42:28 GMT

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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.

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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.

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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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Subject: Re: Just out of curiosity?

Posted by [Viking](#) on Mon, 18 Feb 2008 22:57:30 GMT

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Goztow wrote on Mon, 18 February 2008 08:08 You mean a game where you make one unit at a time? The problem is that today, there's no interest 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.

Why today's games suck.

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Subject: Re: Just out of curiosity?

Posted by [Muad Dib15](#) on Tue, 19 Feb 2008 02:27:06 GMT

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In RA2, you can train up to 30 units at a time, but they will build only in one wf no matter how many you have. But you are wrong on the fact that you don't get units faster if you have 2 wfs. You actually do, which is much better than waiting 5 minutes to get 3 apoc tanks, you only have to wait about 2.5 to get 3. Same with everything else.

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Subject: Re: Just out of curiosity?

Posted by [BlueThen](#) on Tue, 19 Feb 2008 02:42:10 GMT

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Muad Dib15 wrote on Mon, 18 February 2008 20:27 In RA2, you can train up to 30 units at a time, but they will build only in one wf no matter how many you have. Wrong, if one WF is already building a unit, the next builds the other unit.

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Subject: Re: Just out of curiosity?

Posted by [Jamie or NuneGa](#) on Tue, 19 Feb 2008 13:06:16 GMT

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Originally Blue wrote on Tue, 19 February 2008 02:42 Muad Dib15 wrote on Mon, 18 February 2008 20:27 In RA2, you can train up to 30 units at a time, but they will build only in one wf no matter how many you have.

Wrong, if one WF is already building a unit, the next builds the other unit.

yep if you have about 6 wf you may find they come out of two different wf's due to the fact that one wf currently has a unit still exiting it.

The annoying thing is the second wf is often back where you started on map so, you have to send

the units from there halfway across the map to get to ur expansion base.

The way this works though is very handy when you are colonizing some ore as the new wf can build faster than when you only had one wf... unlike c&c 3 where it would be a normal wf.

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Subject: Re: Just out of curiosity?

Posted by [Ryu](#) on Tue, 19 Feb 2008 14:30:44 GMT

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I have this feeling EA will go with a RA2 fast paced thing with RA3..

I honestly don't think it will go to well.

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