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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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