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Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [Nukelt15](#) on Sat, 04 Jun 2005 00:28:36 GMT

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IMHO, the single best thing Reborn could do is to simply NOT make any kind of announcements (or any mention whatsoever of the mod itself) publicly until the mod is actually ready to be released in a PLAYABLE form. Nobody has really gotten over how mind-fuckingly BAD the last release was, and as long as that is the only playable version people have to reference, that will be what they will assume the mod must be like.

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