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Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [GEORGE ZIMMER](#) on Wed, 20 Feb 2008 10:56:13 GMT

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Hey, aslong as you guys are actually working on it, I don't care if we're getting just an infantry BETA. Infantry sounds great, and it shows that you'll have atleast SOME infantry only maps in the final release.

I personally like infantry-only in Renegade. Why? Because it's NOT ridiculously realistic- That's one thing that just gets to me about games nowadays. It's supposed to be unrealistic, but fun, and Reborn will DEFINETLY acheive that it seems, with MANY unique characters that top Renegade's character sheet. Jumpjet troopers, cyborgs, stealth soldiers, mutants... You name it.

I more than appreciate the effort you're putting into this project instead of "lol k here's some infantry and vechs and buildings, have fun" and just let us sit. Instead, you're working on small little things, building them up, bit by bit, to ensure it all goes smoothly. I would say that I understand it because I've worked on my own projects for various things in the past, but those don't compare ATALL to the work put into Reborn.

So, many kudos to the Reborn team. Hope to see you guys ingame when it comes out

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