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Subject: Re: CnC Reborn Q

Posted by [u6795](#) on Thu, 07 Aug 2008 17:17:58 GMT

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Fobby wrote on Thu, 07 August 2008 13:12I think one of the sole problems with the mod are the size of the maps. Smaller maps are pretty fun to play, but the very large ones (most of them are large) slow down the gameplay a lot.

These days I just play normal C&C Renegade, and of course beta testing Renegade X. I agree, I'm looking forward to the Gamma release or whatever they call it now because it's supposedly going to have more maps and better buildings. Hopefully the maps will be better.

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