
Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by [Aircraftkiller](#) on Thu, 20 Jun 2013 23:52:55 GMT

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Renardin6 wrote on Thu, 20 June 2013 09:38

Well, I agree with what you said and most of the models I textured for Reborn recently were done to be used on w3d and something else in the future (if that happens, it might be without me). I had fun to work on this during 10 years, I learnt a ton of stuff and I really enjoyed to work on the mod. I am still doing it btw. The fan base for C&C Fps is small and I don't see it grow anyway. I can deal with that. I am not sad at all, I am quite proud of the work done. It was a nice experience. And I hope the few that played and will play it will enjoy it as much as I do.

I'm sure you had fun on it. If you do the work for the sake of the work, then it should be something enjoyable. What my point has been through this thread is that Reborn didn't need to die the moment it was born. "BHP" needs to rebrand itself. Drop the "BHP" shit and restructure the way things are ran. Get rid of the Internet Friends Clique mentality. Get the word out to the public once the forums have been cleansed of the putrescent stench of Internet Friends Clique.

I'd wager most people who want to play a game are interested in it because it's not a chore. Chronojam turned that place into a SomethingAwful clone with 0.005% of the SA community's population, and the only people who tend to comment regularly are the weirdo fucks that spend their lives counting the number of bolts on a tank from 1995.

If you want Reborn to succeed, push them to get out of the Internet Friend Clique and start marketing these mods to the general Internet. The only people who know about Reborn right now are the people who followed it for years, and a lot of them have already given up and moved on after a couple of weeks.
