
Subject: CNC REBORN: Construction Yard Model
Posted by [Chronojam](#) on Wed, 07 Jul 2004 03:16:18 GMT
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Look. Reborn seems to be throwing in TONS of concept, I realized that a few months ago. It makes some things a lot more... sensical I suppose, if that's a word. Look at the power plant. It matches the concept art. And why else does the CyCommando have a flamer?

These guys are basing what seems like a good 80% of their stuff on the concept art, not the in-game stuff. So it's more "Accurate" than some might think.

But the mod still sucks horrible amounts of ass right now, and it makes me feel retarded after I play it. Please fix this. Kthxbye.
