
Subject: Breaking News Regarding RenAlert!
Posted by [Naamloos](#) on Wed, 09 Mar 2005 00:36:37 GMT
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Aircraftkiller You don't have to make an RTS out of a FPS. All you have to do is take what makes the soul of the RTS and recreate it in the FPS. If you lack the vision to do that, then no wonder you like Reborn.

I know what you were trying to do in RenAlert, but it just didn't work. Why do you think many people didn't like RenAlert? Because the gameplay sucked.

Most people just played to support the mod hopping that it would "get better" and didn't dare to say what they really thought of it.

And this has nothing to do with Reborn. The reason I go there is because they do finish what they started, even though it took/takes them longer to do so.

I respect that, after all that flaming they got thrown at them.
