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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Renx](#) on Thu, 02 Jun 2005 18:15:04 GMT  
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Volkov wrote on Thu, 02 June 2005 08:48Sir Phoenixx wrote on Tue, 31 May 2005 17:57Also, you [Reborn team] and some others pull the "that won't be that noticeable ingame" and the "you're going to be too busy playing the game to notice it" card a lot as excuses to not fix something, add more detail, etc.

I think it's also safe to say Renegade pulled that card a lot, cause nearly every unit model and skin was detestable at best.

You do realize you're talking about a 3+ year old game, right?

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