
Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by [Mad Ivan](#) on Mon, 10 Jun 2013 02:50:20 GMT

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Aircraftkiller wrote on Sun, 09 June 2013 18:47iRANian wrote on Sun, 09 June 2013 11:11
I'm a bit done with playing reborn i think

You're not the only one. It seems their player base has evaporated within a week of release. They were averaging 45 player games, now there's just five people online.

It is a bit of a shame, IMO. The game is ok and I enjoyed playing it for a while (as johnym, in case I met anybody online). They obviously put a lot of effort into it. I loved playing that beachside inf only map.

They did a good job on bringing some of the TS gameplay elements - I remember harasing the GDI harvesters with a DT a couple of times, MSGs near the tiberium field to protect Nod's harvesters, MLRS assaults from water and Cyborg APC rushes to name a few.

It feels dated, however - like a "Renegade++", instead of a game on its own. Gameplay doesn't feel very streamlined as well and weird at times.

A few things off the top of my head are: Construction Yards are like "just another building" to protect. Balancing is odd with JJs going everywhere (I remember someone called them "the best aircraft" once) and being difficult to kill and Ion Storms don't really affect much, except stealth. The spy knife thing is weird, I still don't get the Engineer medkit and the GDI SAM guy was pointless every time I tried playing as him. It is a 10+ year old engine, indeed, but I hope it goes in a different direction with the patches and all.
