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Subject: Re: MPF banning players for being extremely good at a 11 year old game  
Posted by [Aircraftkiller](#) on Wed, 12 Jun 2013 01:30:13 GMT

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Improvement is a relative term. If they avoid using "tech levels" that periodically unlock items in-game, I imagine there's a decent chance that the mod will sustain some players in the future. If they implement them, though, I think it's a safe wager to speculate that Reborn would end up with an average of two players by the end of the year.

One thing I'm left wondering is why they're putting any effort into this old engine when they have perfectly capable programmers who can learn something like Unreal, CryTek, et al. Like it or not, the trend in gaming is toward free games and mobile games. This mod is free, but it lacks the finesse that even an Android game has. I've got several Android games on my HTC One that are more visually impressive than Reborn is, along with being a lot more fun to play.

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