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Subject: Re: Tiberium Refinery WIP

Posted by [Aprime](#) on Fri, 01 Nov 2013 20:08:39 GMT

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Aircraftkiller wrote on Fri, 18 May 2012 18:02It's for Noddingham, the last unreleased Renegade map. I'm removing all of the original buildings and replacing them with my own highly accurate replicas of the C&C 95 buildings. I've also changed balance and adjusted some gameplay mechanics to reflect the first game.

Isn't that one of the early alpha maps of RenAlert [too]?

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