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Subject: Reborn vs Ra1 mod

Posted by [IRON FART](#) on Tue, 23 Dec 2003 16:58:01 GMT

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It didn't entirely suck, but could have been better. I don't think that should have been a problem to make a mod out of though, because the game play is essentially Renegade.

What really cracks me up about them is how they take it so seriously as to take a game released in february 2002 to all these game conventions...And they started their own game studio? THAT was funny. It took them years to get close to finishing, and they want to start a game studio...

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