
Subject: Re: CnC Reborn Update: Nod Buggy
Posted by [Chronojam](#) on Fri, 19 Aug 2005 05:00:37 GMT

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The difference is that the gameplay is what we've touted pretty much all along. Reborn's always been more or less graphics-centric, and have done a particularly bad job at it while pretending it's awesome, and a few blind fools keep reinforcing sub-par work for some reason instead of realizing and citing the obvious faults! Quick example: I believe one Reborn team member (Titan maybe?) had a quote from Sir Phoenixx emphasizing gameplay over graphics in his sig, or something along those lines. I don't know why they do that blind-compliment crap, no, but I try to be.. honest. It's okay to say "Wow, the GDI war factory looks pretty damn good" but it's fucking retarded to say "WOW THE RIFLE LOOKS JUST LIKE THE CUTSCENES" when it so painfully does not.

WOW THAT TRIANGLE LOOKS JUST LIKE THE CIRCLE IN THE CUTSCENES! WOW THAT CYLINDER LOOKS JUST LIKE THE CONE (this is actually from the rifle.. they changed the front, the rather large cone that took up 3/4ths of the height of the rifle, with a cylinder that takes up about 1/5th the height. If you think you can fight that argument, try it, but keep in mind that the frame of reference is frame S' that we occupy at this instant, don't get crafty on me and pull in strange-ass phsyscis)

Questions?
