

I like the beta, here are my impressions...

My impressions:

---Positive---

- Graphics are very good, almost Doom3-like quality and I don't get much lag.
- Characters look way, way, way better and the weapons are very detailed.
- Maps are quite detailed and the music is good.
- Weapon sounds are all fitting.
- The menu and everything else looks very detailed and Tiberian Sun-ish.
- Weapon 1st person hand animations are well-done.

---Negative---

- I don't like pressing Q to use the sniper rifle, and the scope is cluttered with too much shit.
- GDI is way too overpowered, especially the Jumpjet Infantry.
- Glitch! If you click twice really fast, you can fire off two shots with the Ghost Stalker's rail gun.
- On some maps, you can see into the void or see where the terrain ends when flying.
- The grenade launcher for the cadre rifle has a back model that someone forgot to remove, I guess. It looks stupid.
- Why do the flamethrower bullets make the screen shake? :/
- Mutant characters are too hard to kill in Tiberium.

Overall, I like it for what it is right now despite some minor problems. I can't wait for the full version of Reborn. Only 2 or 3 more years hopefully!