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Subject: Re: Super CnC Reborn Happy Hour!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 02 Jun 2007 15:23:39 GMT

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The release of Reborn will be in stages, kind of like RedAlertAPB.

We'd first release the demo, which won't contain many maps. It'll have most of the units. Then, when we're ready again, we'd release another update, which would include bug fixes, balance fixes, new features and maps.

For example, if first release doesn't feature the MMK2, they'd be included in the next update, etc.

We'll keep doing that until Reborn's fully done.

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