
Subject: Merry Christmas from Rise Of Apocalypse and with that... we got goodies :)

Posted by [Staude](#) on Tue, 25 Dec 2007 10:03:08 GMT

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WHATS UP ? ive got some treats for you today (you think finally now ? youll think nice shortly!)

-We have 5 new tracks 4 of which are BRAND NEW and off the RAILS ! these tracks give you an instant cnc vibe all coming straight from TQ !

-We have a BRAND NEW video ! It was prepared for christmas as a nice little thing to throw out. It consists of various outtakes and scrapped concept + things that are being or has been reworked into something we will use. Nothing in the video will be used in the form you see it or hear it in there.

-We have a UNVIELING of the NEW humvee ! created by westboy13. It greatly surpasses the old one which looked like crap and its very accurate. Look forward to drive through the desert hunting Nod buggys in this baby.

-Thers also a few other things being shown. Among others, the COMMANDO WEAPONS (not the shotgun) !

So without further ado.. lets get started.

The new tracks are Truly amazing TQ really did a great job, so lets start of with those first. Each of them will be available for download shortly from This Place, until then youll be able to listen to them at the video/music section of our moddb

The Brand New Tracks are called Blast Radius, C4, Nucleus and Deathglow. The rewamped track is called Body Count.

You can grab the new video in three ways. You can either watch it on Youtube, watch it on moddb or download on moddb (will be available shortly) .. Again remember. Its only being released because its christmas. Do not expect to find any of the content in the way shown in the video, in roa. If any of it makes it... itll be in a revised and improved state.

Next we have the new pictures for ya.

First we have, the new humvee as promised. Next we have a promo teaser.

Now for the commando assaul rifles. first we have the GDI Raptor. Then we have.. The scorpion Assault Rifle. (you can litterally say that it "stings.")

Next up we have.. The interior.. of the Temple of Nod. Next to it The GDI Weapons Factory

The New Nod Buggy and The Nod Turret

Atlast i will show to you.. The Refinery.

And with that.. oh wait.. hehe. Before i leave ill let you in on a few things that we are working on. Currently some buildings are being implanted. We have had about 80 percent success rate to this point, and im certain we will reach 100 soon.

The menu is being worked on. Look forward to it Thers also work being done in the map and vehicle section. Polishing and refining is always important if we want to maintain a good look for the mod.

With that ill sign out.

Before i leave though, ill recommend any skimmers, texture artists or anyone who has skills in the renegade modding world to contact us if he/she/they wishes to help out with creating the mod. Any help is greatly appreciated.

Now to you all.. i wish a Merry Christmas.. and a Happy New Year
Prepare to play the Rise Of Apocalypse experience in 2008.

you can always find out moddb here
and our forums here
