
Subject: RA: a path beyond and Reborn merge
Posted by [Goztow](#) on Fri, 26 May 2006 07:40:29 GMT
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We've received word from Renardin that the two most popular Renegade mods, Red Alert: A Path Beyond and CnC Reborn, will be merging. This is their second attempt at merger, and hopefully a successful one. Here's what Renardin had to say about it:

"renardin"

It's time to let you know a bit what's happening behind the scene. We decided recently to help our old enemy of the world's biggest flame mod war of all time. (For those who don't know what I am talking about, you missed nothing as this fight was plain stupid.)

We discussed a lot and we decided it was time to merge our staff, our Web sites and our forum. Chronojam is currently working on the new forum as we speak and we might merge both databases so you won't need to register a new account or at least we will be able to save all your spam... hem all your posts.

Thumper and his team from Trancegames.net will join us to help on both projects. It means our team becomes huge. As for the texture part, we can say we have now 4 texture artists for both projects which is a good thing as you might have noticed I have less time because of my job as consultant. We gain old Reborn members back such as Darkangel and Volkov. I will keep you informed about the next step of the merger.

Believe me, it's a good thing for both mod. We can say now we have the biggest mod team ever created for Renegade mods. Weeeheee...

Subject: Re: RA: a path beyond and Reborn merge
Posted by [PackHunter](#) on Fri, 02 Jun 2006 17:54:26 GMT
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Nice to hear they put aside their differences. Now we might finally see them both released.

Subject: Re: RA: a path beyond and Reborn merge
Posted by [OWA](#) on Tue, 06 Jun 2006 19:38:21 GMT
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I second to that.

Subject: Re: RA: a path beyond and Reborn merge
Posted by [warranto](#) on Tue, 06 Jun 2006 22:11:45 GMT
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Well, as they say:

If it doesn't work the first time, try, try again.

Good luck.
