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Subject: Game Convention 2006: APB & Reborn  
Posted by [Renardin6](#) on Fri, 18 Aug 2006 11:49:52 GMT  
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Quote:As you probably noticed, we've all been a little bit quiet lately, other than those new icons Kalle worked on. In reality the internal forums have been buzzing lately, and we've been working on getting a lot done in time for the upcoming Leipzig, Germany game convention. As you know, EA will be releasing information regarding C&C 3 and a variety of other highly-related topics. Who am I kidding, we're all there for the C&C 3 info! A schedule has been posted (check CNC Den for the English version) of the convention, which starts on August 23rd, so mark your calendars.

Well, Reborn and A Path Beyond will hopefully have some surprises in store for everybody. Both projects should hopefully have a new demo version ready to go to show off some of our work in terms of code and art assets, and maybe a poster or trailer to display. We should have our content in a couple of the looping demo LCDs there, actually.

If we're lucky, we'll get a chance to show EA (and all of you?) the newest demo versions we've got, right then and there. Who knows, maybe if there's free time and a outside-networked system or two, we can get a couple of the EA guys into an APB server to experience the current version firsthand. Here's to making a good impression!

Anyways, Renardin and Kalle are both going and we're counting on them to do a good job representing the combined teams and also come home with a slew of pictures to show off, so even if we get minimal coverage you should have plenty of great shots to check out.

More to see : [www.apathbeyond.com](http://www.apathbeyond.com)

Recent work on Icons for Reborn by Kalle Bowo:

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Subject: Re: Game Convention 2006: APB & Reborn  
Posted by [EvilWhiteDragon](#) on Fri, 18 Aug 2006 13:20:50 GMT  
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So let me guess , the release date has been set back for another half year or so

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Subject: Re: Game Convention 2006: APB & Reborn  
Posted by [JeepRubi](#) on Fri, 18 Aug 2006 13:57:33 GMT

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Good luck, have fun!

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Subject: Re: Game Convention 2006: APB & Reborn  
Posted by [Renardin6](#) on Fri, 18 Aug 2006 14:35:47 GMT

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EvilWhiteDragon wrote on Fri, 18 August 2006 08:20So let me guess , the release date has been set back for another half year or so

2030 as promised. LoL no we decided a deadline on internal board and we stick to it.

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Subject: Re: Game Convention 2006: APB & Reborn  
Posted by [warranto](#) on Fri, 18 Aug 2006 14:50:24 GMT

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Renardin6 wrote on Fri, 18 August 2006 08:35EvilWhiteDragon wrote on Fri, 18 August 2006 08:20So let me guess , the release date has been set back for another half year or so

2030 as promised.

Ooh.. just in time for the release of Duke Nukem Forever!

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Subject: Re: Game Convention 2006: APB & Reborn  
Posted by [Zion](#) on Fri, 18 Aug 2006 16:19:07 GMT

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Apocalypse Rising is going strong too. I just finished on some audio work for them and still working on the building internals for our first release.

To be honest, i personally think (and i'm sure others think the same) that A Path Beyond was released because most of the buildings for one team, is identicle to the other, but with different textures. That's why it was fast, and mainly because it had a big team to start with.

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Subject: Re: Game Convention 2006: APB & Reborn  
Posted by [Aidoneus](#) on Fri, 18 Aug 2006 22:16:43 GMT

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Accurate to Red Alert you mean? And actually, APB has a remarkably small team compared to most mods out there.

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On a lighter note, congratulations to both the APB and Reborn teams! I'll try and get online and play a few rounds during the convention.

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Subject: Re: Game Convention 2006: APB & Reborn  
Posted by [YSLMuffins](#) on Sat, 19 Aug 2006 00:32:32 GMT  
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Oooh! I'm so excited for this! I'll definitely check Cncden for updates, but keep us posted!

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Subject: Re: Game Convention 2006: APB & Reborn  
Posted by [nopol10](#) on Sat, 19 Aug 2006 02:23:58 GMT  
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\*Waiting for updates...\*

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