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Subject: [Mod]Rise of Apocalypse  
Posted by [Goztow](#) on Thu, 10 May 2007 11:27:15 GMT  
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Source: cnccommunity.net

Hello. This is Staude the leader of the renegade mod "Rise of Apocalypse"

Chances are, you thought this mod was dead, or you never heard of it.  
Dont worry. Now you have the chance not only to be a part of the community  
But to be a part of the mod.

Let me start out by announcing a few things.

First of. We have fused with a newly started renegade mod aiming to do exactly the same as us.  
To bring back Tiberian Dawn in a First Person Shooter. The mod "Dawn of Nod".

This adds a lot to our man power, and really will help us in general to bring you. The community.  
Tiberian Dawn in first person.

We have had to agree to a few changes though as we have had some starting difficulties.  
However now that there is a steady pace im sure that we will soon be in full speed towards  
creating a grand mod.

One of these changes. Is that we have had to add a surname to the mods name. Previously it was  
just Rise of Apocalypse. But now with the fusion. The full name states, "Rise of Apocalypse: The  
dawn of Nod" possibly the longest name for a mod ever, just remember that the last part is a  
addition.

If you want to stay most up to date on the mod and check out the new stuff almost as it comes,  
check out our moddb at <http://mods.moddb.com/5570/rise-of-apocalypse/>

Forum: <http://roadon.proboards107.com/index.cgi>

Website: [www.roa.awardspace.com](http://www.roa.awardspace.com) although it havent been updated for a while so the link to the  
forum does NOT work. (well the link does work but it links to another forum then the new one )

Well, seems to me this is yet another worthyful project that will hopefully stay alive and bring a  
playable version in the near future!

Plz do not confuse with the Ren to RA2 - total conversion mod "Apocalypse rising" .

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