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Subject: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [Steppo](#) on Sat, 02 Feb 2008 21:17:16 GMT  
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<http://letsplaymag.com/index.php/reviews/34-cat-reviews/59-review-apb>

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [Renardin6](#) on Tue, 05 Feb 2008 08:26:44 GMT  
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fair review.

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [mrÄÄz](#) on Tue, 05 Feb 2008 15:14:13 GMT  
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Steppo, who's that on your Avatar? Sir\_Kanes's Avatar's daddy? Imao

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [Dover](#) on Tue, 05 Feb 2008 16:31:53 GMT  
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Fair review, indeed.

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [crazfulla](#) on Wed, 06 Feb 2008 14:51:26 GMT  
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Quote:Infantry-only maps can be a bore.

\*Hints at Reborn\*

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [sadukar09](#) on Wed, 06 Feb 2008 14:56:02 GMT  
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crazfulla wrote on Wed, 06 February 2008 08:51Quote:Infantry-only maps can be a bore.

\*Hints at Reborn\*

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [Lone0001](#) on Wed, 06 Feb 2008 16:04:41 GMT  
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So then you guys would rather wait a few months rather than getting something soon?

Stop complaining at least it's something and they aren't boring all the time they can be fun.

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [Carrierll](#) on Wed, 06 Feb 2008 16:07:40 GMT  
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{SB}Lone0001 wrote on Wed, 06 February 2008 16:04So then you guys would rather wait a few months rather than getting something soon?

Stop complaining at least it's something and they aren't boring all the time they can be fun.

A game where infantry are the bigger part has good infantry only maps. Renegade (And thus APB) are not such games.

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [reborn](#) on Wed, 06 Feb 2008 16:16:05 GMT  
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I have started development on migrating the SShTP and DeathMatch modes (DM is released to server owners for bug testing) to cnc\_reborn. I will also make a ctf mode and a zombie mod mode to extend the longevity of the beta.

I will also be hosting servers running these modes. That should make for more entertainment until the full version is out.

Infantry only should not be as big a bore as you might think

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [The Executor](#) on Wed, 06 Feb 2008 16:43:37 GMT  
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crazfulla wrote on Wed, 06 February 2008 15:51Quote:Infantry-only maps can be a bore.

\*Hints at Reborn\*

The problem with infantry maps is that everyone wnds up with getting snipers in the end, so then it turns into another endless sniper game.

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!

Posted by [Dover](#) on Wed, 06 Feb 2008 22:29:13 GMT

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{SB}Lone0001 wrote on Wed, 06 February 2008 08:04So then you guys would rather wait a few months rather than getting something soon?

Yes.

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 22:48:44 GMT

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Dover wrote on Wed, 06 February 2008 15:29{SB}Lone0001 wrote on Wed, 06 February 2008 08:04So then you guys would rather wait a few months rather than getting something soon?

Yes.

No. Reborn will be good even without vehicles. At least it's something to play while we wait for something more...

~Zack

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!

Posted by [nopol10](#) on Thu, 07 Feb 2008 01:03:02 GMT

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MSwindows wrote on Thu, 07 February 2008 00:43crazfulla wrote on Wed, 06 February 2008 15:51Quote:Infantry-only maps can be a bore.

\*Hints at Reborn\*

The problem with infantry maps is that everyone wnds up with getting snipers in the end, so then it turns into another endless sniper game.

Not in APB and I hope not in Reborn.

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 07 Feb 2008 02:27:20 GMT

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I actually thought Fissure (one of APB's infantry map) was the most fun map in the mod.

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Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!  
Posted by [Genesis2001](#) on Thu, 07 Feb 2008 03:25:24 GMT  
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[NEFobby[GEN] wrote on Wed, 06 February 2008 19:27]I actually thought Fissure (one of APB's infantry map) was the most fun map in the mod.

yea, that is a fun map. ^,^

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