
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.
