
Subject: APB Dev. Blog & 2008 Mod Of The Year Top 100

Posted by [drunkill](#) on Mon, 19 Jan 2009 12:40:38 GMT

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Mod of the Year Awards 2008 Top 100

Hey everybody, we managed to make it into the Top 100 again this year for the ModDb 2008 awards! This goes for both Red Alert: A Path Beyond and Red Alert 2: Apocalypse Rising. Both projects made it into the running again this year! Thanks a ton for your support over the years. As before, we're once again in a position to take victory. Unlike last year there's something close to \$10,000 in sponsor prizes available for overall winners, category winners, and runners-up. These come largely in the form of highly useful programs, instruction material, and usable media. For example, there are a bunch of high quality texture packs available as prizes, and development tips and guidelines as well as modeling/prototyping utilities.

What does this mean?

Alright, stay with us here: we've entered Phase Two of the voting. We've made it past the first step, getting into the top 100 projects. APB is in the released indie games category, and AR is in the unreleased indie games category.

This means we need your votes one more time here, now that we've been Nominated, to attempt to place in the final rankings and have a shot at the awards and the prizes. Even third place provides us a strong moral victory, loot aside, remember. APB is competing with six other projects, and seven other projects. Confused by the flashy interface? Here's how to vote:

- 1) Click here to view the top 100 projects
- 2) Click "Indie Games" under the first header for Released projects to expand the view
- 3) Click "Vote" next to the entry for "A Path Beyond" to cast your vote
- 4) The "Vote" image will change to confirm your vote
- 5) Click "Indie Games" under the first header for Upcoming projects to expand the view
- 6) Click "Vote" next to the entry for "Apocalypse Rising" to cast your vote

There you have it! The competition rules page oddly conflict with the voting page, and claim that you only get three (3) votes for this phase. I'm not sure if any votes past your first three will count, but we'd be honored if you picked us first just in case!

For the sake of being complete, in case you want to check them out, our ModDb profiles are at [here](#) and [here](#). Good luck to everybody who has made it this far!

(Continued in post #2)

Subject: Re: APB Dev. Blog & 2008 Mod Of The Year Top 100

Posted by [drunkill](#) on Mon, 19 Jan 2009 12:41:54 GMT

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C&C_Hourglass

If you're interested in playing the upcoming Hourglass remake early, and have a copy of Renegade handy, you can go grab the download off Planet C&C right now. They were having some 20+ player games the other night from what I heard, and it'll give you a good taste of what to expect. This is, of course, Fabian's new map that set out to set some new quality standards while fixing up everything that sucked about Hourglass originally. If you have trouble downloading from PCNC, you can also get it off Fabian's mirror here but please hit up the first link if you can.

The current version of C&C_Hourglass_Flying is 0.98; if you want older versions for some reason or in case you missed it the first time, OR just because you want to discuss it with the maker and other players: the Fan Projects thread with pictures is here

Maps

A while back we started showing you some work on a couple new maps, with which we hope to raise the bar a bit in terms of game play and how visually interesting they are. A lot of the older maps don't really play as well as they could given how much has changed since they were made (and a lot more changes to our core game play are coming, let me tell you). I'd like to talk about Pipeline first, something ChopBam's been working on.

APC Alternate Textures

The APC is getting its alternate looks for a forest, desert, and snowy theater in Gamma as well. They're a solid-color to match more or less how the APC looked in the RA1 cut-scenes, similar to the Longbow's camo scheme. The Longbow's missing snow camo look will also be making an appearance in Gamma, so you can be a jerk and use it on nighttime maps like Stormy Valley to let everybody know just how pretentious you are :v: Not only that, we tracked down the proper (and previously missing) texture for the Ranger's windshield.

Allied Infantry

We've updated the Engineer and Mechanic (done by ScreamingCricket) to enhance your Gamma experience. TruYuri rigged them up and they will be in the next public release. To go with it, we've posted the game updates to reflect their new appearance and list their new abilities; a lot of the game play has really changed since Beta 1.0.0 first had its debut, so you should take the time to check these out so you won't be confused. Learn how to make the most of your units and click either image to go right to the update page. Note that they might change a bit before the release.

Click the thumbnails to read the game updates.

A Reminder

That you can view our weekly development blogs on our forums or ask questions and hang out and chat in the n00bstories IRC network.

Don't forget to vote for APB and AR in the moddb MOTY awards 2008!

Subject: Re: APB Dev. Blog & 2008 Mod Of The Year Top 100

Posted by [Ma1kel](#) on Mon, 19 Jan 2009 14:40:07 GMT

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Voted.

Is the version of C&C_Hourglass_Flying the same as this link posted by Fabian himself.

www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_098.zip

On january 14.

Subject: Re: APB Dev. Blog & 2008 Mod Of The Year Top 100

Posted by [drunkill](#) on Mon, 19 Jan 2009 16:58:27 GMT

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I suppose so, both are listed as version .98

I haven't played the most recent version yet, last one I tested was two weeks ago before the caves were complete.

Anyway, thanks for the vote.

More news at www.apathbeyond.com
