

Apocalypse Rising Official Podcast Transcript: 19 April 2009

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Hey there all you Apocalypse Rising fans. This is One_Winged_Angel, and this is the Apocalypse Rising podcast! Sorry we haven't been able to get this to you earlier but we've suffered a few technical hitches. Lord_Kane's microphone broke... some other things, uh; I've been busy with university...lots to take into consideration. Um, I'm here now, and I'll attempt to answer your questions so you're not disappointed. So yeah! Shall we get started on your questions?

1) Is it done yet?

The answer is no, it's not done yet. I'll tell you when it is.

2) What is next after Apocalypse Rising? A Red Alert 3 FPS?

No, I don't know about the rest of the team, but I'm not really keen on doing a Red Alert 3 FPS. Because, well, why? I think Red Alert 2 is quite an interesting game to work into an FPS, but I can't really see RA3 being converted into an FPS. It wouldn't translate into the FPS environment. If anyone does make a Red Alert 3 fps, I don't think I'll be part of it. I'm not sure about the rest of the team.

3) How much work is done on the mod?

Well, if you go into the website, www.apocrising.com, you can click on the project information tab or link and that will take you to a page where you can choose to see the progress we've been making. There's an overall progress, and then sub progresses, all done by percentage. Scripting, 3d models, texturing, etc, its all there. So, if you want to check our progress, go there. Eventually I hope to get all of our own unit profiles set up within our Apoc Rising site. This will probably be done over the summer if I get enough time to do it. We've already got the code out. Keep looking for that one.

4) Can we expect AR to be released around 2009?

I don't know. Honestly. I said this in the last podcast. Some things that are meant to take a week take a month...its kinda watery. Wishy-washy. Don't know when we can expect things to be done. I can't really say. Sorry.

5) There are no mines in Red Alert 2. Does this mean that AR will have no mines?

Well, there are no proximity mines. There won't be mines in the conventional sense, aka you walk over it and go BEWM. However, you can have a stick of dynamite, and other units such as the chrono commando, seal, and Tanya and the psi commando as well will have c4 explosives. That's the closest thing unless we do a retro map with mine layers in it - which could happen!

6) Can we possibly get a list of what each patch will contain?

Well, RC 1 will have everything up to radar tech, give or take a few. The patch for RC1 will contain country specific units, such as the Tesla Tank, Sniper, Tank Destroyer, etc. RC2 will contain everything up to Battle Lab technology. Then the patch for RC2 will contain NAVAL units! Naval will be patched in after we have completed balancing ground and air units. Then we will move onto RC3, which will contain superweapons and all the extra buildings, like the ore

purifier. Then RC3 patch 1 will contain everything we have forgotten. Obviously, there are going to be hotfix balance patches if we find that something is a bit overpowered. Also, these will catch any bugs which the testers may have mixed. Yeah, that's basically our release thing.

7) Theta123 asks, will the soviet technician have damage for his welder?

Well Theta, I know you're very very keen on your welder, and the welder will do damage and repair with the SAME weapon. It's all set up in the .ini file. If anyone is familiar with Renegade modding you'll know what I mean when I say we will set weaknesses and resistances for different armor types. It's a thing you need to play around with to understand, but, we can make x weapon do y damage against z armor type. It could be healing or anything! It could heal people, but damage tanks at the same time. It's a neat little trick. Have a look in the armor.ini and you'll probably get it pretty quick.

8) How many maps will be released with the first release of AR?

About eight to ten maps. We want to give you a bit of a variety. Also, we will be releasing fan map stuff so that you can make your own maps for Apocalypse Rising. Keep the gameplay nice, varied, and fun!

9) On what rate will the allies and soviet techs repair buildings? Fast like Renegade, or slower like APB?

I can't really comment on balancing yet, because it's not done. I can't really comment on how it will be done because it's kind of a thing you do when you are working on balancing the game, if you get what I mean. I can't really say too much because I don't know. I will divulge more when I know.

10) How much disk space will AR take up upon release?

At the moment, AR takes up 328 megabytes.. That is the current test build. I'd say as a rough estimate between 500-600 mbs – that will be what AR will hopefully take up. Smaller than APB, but they have a lot of content at the moment, so that kind of justifies it.

11) rs4015 asks: Will there be an infantry only release, like the Reborn team did?

I'm not a fan of infantry only, and because Renegade based gameplay depends on vehicles, an inf only would just not work, to put it bluntly. You would have anti-tank units that wouldn't even serve a purpose. We are going to hold out until we can give you some vehicles. We have more vehicles modeled and ingame than infantry! So it would be kind of silly to release an infantry only thing.

12) Have you cut your hair yet?

I'll answer you by saying: I've cut my hair, but it is by no means short. It's grown back recently. *chuckles* I'll provide you with a picture sometime. I think there is a recent picture on my profile. I don't want to digress too much on my personal life too much, so...

13) Deadpikle (My taco empire comrade who I have gone through many battles in the past with) asks: You know, I don't think dolphins and squids have been addressed yet. Please inform us how they will work!

Probably like a terror-drone with the pokey terminals. They are interesting to do because they are organic like ants in Red Alert, but we are going to handle it differently. Basically, you buy, and you become. If you click on the dolphin or squid on the purchase terminal or sidebar, you will become the dolphin or squid. You can't jump on top of it or drive it, because that wouldn't make sense.

14) Oh, can we have a jar of pickles in the Soviet Barracks?

Maybe, with a red marker scribbled on it that says, "Deadpikle was here!" Well the interior to the Soviet barracks was already modeled, but who knows? Maybe we will stick things in! Who knows what kind of easter eggs we will stick in on maps? It might appear!

15) Liten asks: Are you going to have the taco car ingame?

It's already ingame! But not featured in as a buyable thing. It will be left in as a thing for the mod community as an unlock thing (extras), but not in the main gameplay. That would be silly!

16) How will subfactions work?

Well, basically, if you're allies at the start of the map, you have a 1/5 chance of being any of the subfactions. Britain, France, etc. Same thing as Soviets, except it's a 1/4 chance. Whichever country the random picker chooses, you will be that country for the entire match, and you'll have that country's unit for that game. It will mix up the gameplay a bit, because you'll always get a different combination of countries which will be quite cool. Obviously you won't get Russia on infantry only maps, because Tesla Tanks won't help you any. We are only going to enable countries with special inf on those maps, aka America, Cuba, etc. A random picker picks your country, and that's pretty much it.

17) How will superweapons work? Is it the same as APB?

Well, we haven't really set things yet. I really don't want to use beacons. I was thinking of using some overhead map targeting system, which may or may not be a bit cheap, in the sense that you have to pay 10,000 credits to buy your superweapon once it has charged for 10 minutes, and then just plop it anywhere on the map. That's one possible solution. Nothing has been confirmed yet, because it is a long way down the road. We'll keep you posted and will try to figure out some type of system which doesn't make it too overpowered and makes it nice and balanced.

18) Will you be able to build minor buildings, i.e. base defenses?

We've thought about that. Reborn at mp-gaming has put this idea into effect, which is quite interesting. We were thinking of a different way of doing this, like, only being able to rebuild your defenses if you've got your construction yard alive in your base on that map. Terminals in the con yard could be used to rebuild the base defenses. But yeah, minor base defenses would be cool if we could rebuild them.

19) EVA-251 asks: Can fake dynamic lighting take the effect of bump mapping?

Well, dynamic lighting uses texture projectors from renegade, which projects a texture onto an object. We can't really say whether it takes advantage of bump mapping or not, because I don't know.

20) How hard is it to aim v3 rockets? Can they be destroyed by forms of gunfire?

Yeah, they can be destroyed through other forms of gunfire, but we don't know how hard they'll be to bring down yet, because we haven't done the balancing yet.

21) How many Red Alert 2 maps do you plan to implement?

I had a nice big list, but its really long because there are a lot of nice potential maps. There are actually going to be a few such as everyone's favorite, Tour of Egypt. I'd like to see Bay of Pigs in there as well. Dune Patrol is already in along with South Pacific. There are a few original maps like Rocky Pass. We've also got everyone's favorite 1v1 map, Isle of War. We will have a mix of actual RA2 maps, and then a mix of original maps. It will be kind of cool.

22) How big are amphibious transports going to be? Since they use a fake world box, will they be protected from splash damage?

Well, if you think about how big an apocalypse tank is, the transport can hold two apocalypse tanks. So, that will probably give you a gauge of the size of this unit. I'm not sure whether units will be protected from splash damage, as we haven't tested it yet. They may or may not – there are still a few unknowns in the development of this conversion.

23) Rocketeers are going to be able to land, right? How will these buggers be prevented from landing on top of the Soviet War Factory, or in some other place inaccessible to the Soviets? Also, what about rocketeers and beacons?

Well, we aren't using beacons, so that's not a problem. It's not like Reborn. However, the rocketeer is fast and nimble and will be able to use the soviet buildings to hide as an advantage. One thing, uh, that is definitely a factor is that we've made the flak weapons quite deadly to flying units. We'll have to keep testing until we make the rocketeer balanced.

24) Since the amphibious transport hovers, how will subs be able to attack it? In RA2, sub torpedoes had a weak homing ability.

We will have to add a slight homing ability to the torpedoes, and yes, the amphibious transport will sit on the water. It's going to go down to the homing and the ability of the attack sub driver. Of course, the sub has to surface to hit the transport. But rest assured, the transport will be able to hit it.

25) If there isn't going to be a signaling device for superweapons, how is it going to be done?

Well, I've already explained how we were thinking of doing this. It's a long way down the road. (See question #17)

26) Will AR have tooltips? Like, when you buy a demolition truck it says, "This is a demolition truck. It is highly explosive and should not be used when your base is under attack! Wait, your base is under attack! Exclamation mark! Cuba n000000b!"

Well we were thinking of doing a few videos to teach n00bs how to play. Like, when they boot up the launcher, we'll prompt them with a, "Hey you haven't played much, here are some videos!" Or some basic tutorial like that that will be easily accessible which people can use to learn the game in a fun way. That way it won't be patronizing like, "This is a tank. You have to use it to blow up the enemy base." *chuckle* In that case, it be like, "No duh." For stuff like demos and terrorists and other stuff like harriers we will have some general how-to-use videos, or a hands-on tutorial map, which will be quite cool. We aim to really get the n00bs educated before they go ingame.

27) Will you add any unit special abilities, like in APB? I know the tesla trooper is getting the ability to beat an enemy senseless, and he beats the enemy with his fist. What other things can we expect to see?

Well, we haven't really discussed this much. But, we were thinking that the tesla trooper should have the punch. I think I put something down in one of the previous blogs about infantry and what they were going to do and what they couldn't do and all that. So if you look through some of the past blogs you can find your answer in there. We aren't doing anything specific such as: oh yeah; the tesla trooper is getting his ability from RA3 because that's really cool. It's nothing like that. We are keeping true to RA2, but maybe skipping over the line a little bit to add a couple fun gameplay ideas which will add to the flow of gameplay.

28) Rako88 asks: Terrorist! Will they do friendly fire? How will that work?

Well, the terrorist blowing himself up will probably do minimal friendly fire to friends like MAD tanks in APB. But it won't be as effective, because the terrorist is like, a 200 credit unit which blows himself up. So he can't be that effective, otherwise, you'd be overpowered.

29) Terrorists! Do they have to hit the mct/weak point for full damage?

Well, if you can get to the bottom of the building to that weak point, that's certainly going to do a lot more damage than if you detonated him outside the building. You can also detonate him on the minor weak point in the building to disable the building temporarily.

30) Terrorists! Can they at least get a pistol or something?

Yeah, the terrorist is going to get a pistol as well as a bomb vest. That'll be cool, because then you can run around and go *pew pew pew*. But when you destroy him, yeah, he'll explode, so watch out Allies!

31) Will the desolator get his deploy ability? Will his radiation attack damage friendly units?

Of course he will have his deploy ability! Radiation: We've been thinking a lot about this, and we really need to do a whole lot of testing to make sure that he's not too overpowered. Perhaps a reduced type of damage would work better, but we really need to test it before we can give a statement on it.

32) Will he be able to damage infantry in buildings with his area of effect attack? This could be a problem as he could pwn techies and people because he will be able to just camp buildings to flush people out of them.

Well, if you think about it, the radiation attack will only be on one level, so it won't go underground. So as long as the people are higher or lower than the radiation, they won't be killed. There's nothing to worry about in that sense.

33) Will his [desolator] primary attack go through everything like in Red Alert 2?

It is not possible to make attacks go through buildings in the Renegade engine. The desolator's attack didn't even hurt buildings in RA2. He will definitely still be a force to be reckoned with, though. We'll keep you posted. He is a very interesting unit.

34) Will Boris be able to outrange defensive structures, like in Red Alert 2?

Yeah, well. If it's like it in Red Alert 2, then we'll try to do it! We're trying to get as close to RA2 as possible. So, yeah.

35) Will he [Boris] be able to kill structures with one MiG strike?

There will only be one Boris on the battlefield at once, so the player better be a pretty good player. Since there is only one Boris and he's going to be a pain, he'll be able to kill structures with one strike. There will only be ONE of him, and he'll be as hard as nails basically. If you see the Boris warning, prepare to kill Boris!

36) Will the MiG strike be called in with a laser pointed gun or a flare?

We want to stay true to Red Alert 2 so he'll have a laser pointer. Hopefully we'll be able to get it to work. He won't be in the first release, but it's good to have questions about the second or third release.

37) Chaos: So far, do you see any problems with the way ore miners work?

Well, the chrono miner can hold ½ the capacity of ore that the war miner can, but the chrono miner travels twice as fast because it doesn't have to drive back. The war miner has to drive back. I kind of see this kind of interesting, because the Allies will be able to get some of their better infantry out quicker, but then when the war miner gets back, the soviets will be able to get their tanks out. Soviets will have a bigger choice with their "extra" money, but Allies could have no money left for vehicles if they all buy guardian GI's. If it works in an FPS environment and stays true to RA2, yeah, we'll use it. It needs testing.

38) Tankiller: If there is an Apoc Tank in this, will the turret be able to turn 360 degrees, like in APB?

The answer is: Yes! It will be able to turn that much.

39) Will Tanya dual-wield her pistols in AR?

Answer is: Yes! She will, hopefully. We'll need to make up some third person rigs to be able to do that, but hopefully she will be able to do that.

40) Will the Soviet tanks be slow and monstrous like RA2, or will they be a bit faster?

The rhino tank and flak track are pretty fast, so not all vehicles are slow. But when you think of bigger units like the Kirov, well, they will be pretty monstrous and will be juggernauts. So yeah, those will be slower. Thanks for your questions.

41) Fek'Leyr Targ: Will civilians and Yuri be featured in AR?

Yes! Both will be featured in AR.

42) Will prism towers work like their counterparts in RA2?

Yes. They already do. We've got a video up on Youtube somewhere that shows this. When we get a video section on our website, I'll be able to post all these features in a working format.

43) How will psychic domination work?

Well, the psychic dominator, which is part of Yuri's army, will not be featured in AR. But the Soviet unit Yuri (aka not from YR) will be featured in Apocalypse Rising. So, there will be psychic domination. This psychic stuff seems impossibly hard to code.

44) Will Apocalypse Rising have some of the features Reborn will have?

Well I don't know what features you are speaking of, so I can't really comment. If you're thinking of rebuildable bases and stuff like that, then yeah, sure. But, if you're talking about limited ammunition and that sort, then no. We aim to stay away from Renegade and go towards RA2. They'll have unlimited ammo, except for C4 and dynamite (Crazy Ivan).

45) AdrwIvrsn: Since there can only be one Tanya and Boris will be on the field at once, how will they be used? Will one player get to use them, or will they be bots?

Well they won't be bots, because bots are stupid. Basically players can rank up to tier three and they'll get a message, "You can go play as Boris or Tanya now if you've got enough money." If you rank up as a conscript and kill a lot of guys and you've ranked up to three stripes, then you can go back to the barracks and enlist Boris. GI, Tanya. Any allied or soviet unit can do it – you just have to be rank three and have the credits!

46) What are the harrier's flight mechanics? Will it drive like a helicopter? Plane? MiGs? Or combined in some way?

I've been waiting for this question. This is going to be one of AR's triumphs in terms of physics. We're hoping to have a jewel physics aircraft. In terms of the harrier being like something, it will be like the hydrane from San Andreas. It will have a vertical takeoff and landing mode which is significantly slower than the plane flight physics mode. Basically, you'll take off using this takeoff mode, and then you'll push a button, and the wheels will fold in and everything. Then you'll be able to fly around and everything like a plane. We aim to get this working as a concept test pretty soon, because our harrier is done. But yeah, we mean to make this and the Black Eagle quite interesting to use. It's certainly like nothing that's ever been done before in terms of Renegade modding, so we're really excited about making this a reality.

47) What's your solution to prevent bluehells of chrono miners that want to dump at the same time?

We were initially thinking of having a pad which the miner could warp to, and if the pad is full you will get a message saying that the pad is full and you can't warp there. Something like that will be around the base, but if we decide differently, we'll tell you. We're still thinking about it, but there won't be bluehelling by the chrono miners.

48) What's the closest Allied equivalent to an artillery unit, since they lack one, except the Grand Cannon?

The answer to that would be the Prism Tank.

49) What about vehicle limits?

We're not sure if MP-Gaming or some other place will be hosting the game, so we can't tell you for sure. But we are hoping to have open ended limits, aka you'll be able to build as much as you want. But that's only going to be possible if the game will allow us to.

50) Rabbit: Will you make any made-up units in the game, or will AR be 100% true to RA2? I did think of adding a few custom units awhile back, because I used to help out with a Renegade 2 project which got shunned by the community (which is why we ended up making AR). I don't know, we might end up putting some of the units that we planned for that mod into AR, but they wouldn't be featured as the basic units that you can build. They would be easter eggs. There will probably not be any made up units in the main game mechanic for infantry and vehicles.

51) Will there be any repair weapons for tanks via infantry, or will the service depot be the only way you can repair vehicles?

There are no repair weapons on the Soviet side unless you capture an IFV. For them, the only way to repair is via the service depot. For the Allies, though, you have several options. They can use a repair IFV which will repair vehicles. Also, if you put a technician in an IFV you can repair buildings with it – a cool feature we were thinking of doing.

52) Allies have a sniper, but the Soviets didn't in RA2. Are you going to add a Soviet sniper?

We aren't going to add a Soviet sniper. The reason is that the Allies won't get the sniper all the time, because it is one of the 5 special country-specific units that the Allies can get. So you won't always have to fight against snipers. If the Soviets had a sniper all the time, it would be unfair. So no, we will not be giving one to them in AR.

53) Stormweaver: How much artistic license will you be using? After all, we've already heard of a knife and pistol for Crazy Ivan, foot combat for the rocketeers, and other assorted necessities like tesla troopers, "FALCON...PUNCH!" How far will the AR team go in terms of little extras? Will new units be included?

Well, I've already answered this in saying that we won't physically make extra units (question #50). We may make some that were planned, like the corkscrew transport, the howitzer, the hind transport, and stuff like that however. There's not really a need to, though, as the Red Alert 2 balance was pretty solid.

54) In the same vain, how far will the AR team go towards making the game as tongue-in-cheek as its base, or maintaining its playability and tactics?

This is an interesting question. Basically if you shoot a conscript ingame, you'll hear him shout, "MOMMY!" or "Auughh! Comrade! I need help!" This is kind of taking inspiration from RA2 and bringing it to AR. So you'll have all these cool little sound bytes from all the units from Red Alert 2. You'll be able to do the legendary tactic if you get Cuba of putting 5 Cuban terrorists into a flak track and destroying a building in the enemy base, which should be pretty cool. There will be little cool tactics which the game will have that will link it to RA2.

55) How much work from the previous mods will go into the game? I know you guys work pretty close together (APB & AR). Such fixes as the bluehell fix and how the harrier could work would make great additions to AR.

I've already talked about the Harrier (Question #46). Basically, we will be building off of scripts 4.0 when it is released. At the moment it's kind of in a whip stage. Danpaul88 and I have decided it is better to use an older and more stable build of scripts while the new version is developed so that we can work the new fixes in when 4.0 is stable and working. This is quite sensible because we don't want things breaking half way through testing. But once Tiberian Technologies gets

their patch out we will be able to use them in AR. We'll have stuff like Saberhawk's new water, which was shown on renegadeforums.com awhile ago. Little things by TT will help in the long term for us modders.

56) What is the current idea for the inclusion of tech airports and other tech structures?

As you know the engineer will be able to capture these tech structures, and they'll obviously be fought over through the course of the game. IE: An engineer from the Soviets goes and captures an oil derrick, and then an Allied engineer can go and steal that oil derrick. They will always be contested. As far as airports go, we basically are going to have a thing where you can go into the airport or the American Air Force Command HQ, poke a terminal, and then you get added to the paradrop. Then it will count down 30 seconds to the paradrop, you select where you want to go, and basically you will be paradropped in that area, just like in RA2. You'll have the same amount as in RA2 provided that there were enough people to "sign up" for the paradrop. We have this working in a basic concept on a really really old build. We know it works, but we need to build upon that concept. That'll be pretty cool to play with.

57) Will AI bots be included ingame? Again, for paradrops, attack dogs, and possibly base sentries, not to mention civilian units and MiG aircraft, how will the AI be? Will these things be in the first release?

I wouldn't be lying if I said the Renegade AI is stupid. Basically, it's dumber than a sack of potatoes. It failed high school or something. It's dumb. We shan't be relying on it too much, but we need to rely on it in some places, like ore miners and stuff like that. Attack dogs – I want players to be attack dogs. Base sentries are a neat idea, but the calculations to the AI are really taxing on the server, which we don't want. We would do it if the AI was better. MiG aircraft will be cinematic or AI. Civilian units – AI. As for how smart they will be, they will be able to prioritize targets. The Tesla Coil will shoot at a Prism Tank instead of a GI because the tank is the bigger threat. It's stuff like this which makes the AI a little less stupid. Managing mind control and stuff is going to be really hard, but I think we are going to be forced to use the AI there, unless we think of something else. I don't even want to talk about mind control at the moment because I've said things about it in the past. I have a basic concept, but I'm not sure how it will translate to the game.

58) Do you guys need any more testers?

I think you missed out on this one! We had a tester approval drive a couple of months ago. We will probably be hiring again later in the year, and you can PM Chronojam then and "have in" on all of our goodies!

59) Lt. Albrecht, from Project Perfect Mod: The light tank. It looks Allied, it is coded Soviet. Will it be put in?

We might be putting it in as an extra like the Howitzer and Hind Transport. It wouldn't be featured as a primary gameplay unit. We aren't doing what APB or Reborn is doing and getting units from the .ini because of a lack of units ingame. Snipers and Shotgun troopers were in the Red Alert files, so they've added those to APB. Stuff like that we have no need for because they don't fit into the balance really. The balance in RA2 was already pretty good – why add more? We also don't want to have "clones" of the other side's units running around.

60) C4 – will it affect vehicles, like the sapper secondary ability of Yuri's Revenge?
Yes, the C4 will affect vehicles – so savor it!

61) Naval – the Sea Scorpion in Red Alert 2 is useless. How are you going to fix this?
We're probably not going to make it that useless. As you know, the Sea Scorpion had to turn to fire at things, so we're probably going to have a rotating flak cannon on it as opposed to a fixed one. It wouldn't really work in our kind of gameplay mechanic [a fixed one]. We'll make the Sea Scorpion a lot less useless than it was. It's cheap, it's fast, it's good, and it likes fishing.

62) The Carrier and the Destroyer – how are the little aircraft going to work?
The destroyer we were aiming to use AI for. It's a long way down the line, and we haven't really planned it out. The Aircraft Carrier we were thinking of having it as a floating building which you could drive around. Basically, you would have a little terminal where you can requisition the little hornets for free. It's just stuff like that which will make the aircraft carrier quite fun.

63) OWA, do you like sugar in your tea?
Yes, I like two sugars in my tea because I am never sweet enough. You can never be sweet enough. If anyone doesn't drink tea, I should shun them, because tea is the best drink since sliced bread. So drink tea! Even if you're American and don't drink tea. Seriously - it's good for you.

64) Benmanjofer asks: APB Gamma? When?!
Answer is: I don't know!

65) AR? When?!
I say, "I don't know!" as well because I don't know. Seriously.

66) TeamWolf (hello my friend): Will the flak trooper act like the flak track? Will he get any other secondary abilities?
We have the flak trooper acting like the flak track at the moment. Obviously, the trooper can't carry other units on his back. That would be quite funny. I mentioned this is one of the earlier questions, but I have a blog post somewhere that has all of the infantry laid out. If you go and find that...yeah. I might even link it in the next blog if people are interested enough. Leave a comment back in the blog if you want that link.

67) Will the planes fly like Scud Storm Planes? I know they will be fixed wing and vertical takeoff.
I've already said a lot about how the harrier will work and all of that awesomeness, which will come when we develop it! (Question #46)

68) Killertomato asks: How useful will Harriers be against buildings? Will they be a force to be reckoned with, or will they be a window dressing?
Well, harriers are pretty good in Red Alert 2 at taking out enemy buildings. However, they aren't going to be as effective in AR due to balance issues. We don't want four harriers just owning everything. We are going to nerf them a little – but they will be pretty deadly still! We will up their rocket salvo to two ammo instead of one. This way you have more options on where to

attack. But yeah, they won't be as effective as in RA2. Four harriers could do a ton to a building in RA2, which wouldn't exactly be fair in AR. Thanks for your question.

69) EVA-251 asks: Will multiplayer modes be used, like Meat Grinder mode or Mega Wealth? Well, meat grinder mode is basically just going to be our first release, because meat grinder is everything up to radar tech. That is, if I've got my facts right. Meat grinder mode will def be there. Mega Wealth might be interesting for a map. We might even have an unholy alliance map, where you get both tech. Don't count your chickens just yet, though.

70) How will you access naval yards? In RA2 you were not restricted to building your yard off shore, unless you really wanted it destroyed by land forces. Well, back in the day, we had thought of making a scripted transport unit which took you to and from the naval yard. But, because that's kind of a strange way of doing it, we will probably have a big ramp or some sort of bridge. Perhaps even an underground passage. It's kind of a tricky matter doing naval until RC2 Patch 1. We'll look into it when it comes around. There are a few theories on how we can do this right now.

71) SARG: Now, will there be paratroopers? Yes, there will be paratroopers!

72) Will there be Guardian GI's and Battle Fortresses, or is this just staying with Red Alert 2 and not Yuri's Revenge? There will be Guardian GI's and Battle Fortresses, but Yuri's army will not be included.

73) Killboy06 (Hello my taco friend): Will Lord_Moo mention me in the podcast? Well Lord_Kane's microphone is broken, so he can't be here today. I will mention you in the podcast. Hello killgirl...you...person.

74) When will you have everything all ready for testers to play 'round with? Well, it's kind of the same question for a release date, except for the testers. It's like asking when the tester's release date is. I don't know. I can't answer that one.

75) Wallywood asks: When dogs come into play, how will a dog fight work? Basically the dog lunges at its enemies to destroy...destroy? To kill it, I suppose. So I guess you'll have to lunge at each other. The one that gets hit first dies. It's going to be like a melee attack, but better, because the dog will lunge forward – if we can do it. Dogs will definitely be player controlled

76) Will the spy plane come to play any time in AR? Well the spy plane wasn't in RA2, but in AR the spy plane will be accessible from the Soviet radar, so you'll be able to use the spy plane by accessing a radio or something there and will allow you to view wherever you target it. We haven't sorted out the details yet.

77) If Chronojam is playing and he gets Britain as his country, how will we stop him from whoring us?

The easy, easy, EASY, solution to this is: get a tank. It IS a vehicle-combat based game! Snipers stink against vehicles. Then again, Chronojam will have a lot more options like a sniper IFV to play around with.

78) With amphibious transports, how can we stop epic lag to stop vehicles from falling off them? Well, we are going to have a sort of holding system. You drive to the back of the transport and the driver clicks a button and all the units lock into there so that they don't slosh around inside or lag out.

79) How many vehicles will a transport be able to hold? You better check out RA2, because we are trying to stay close to it. Two apocalypse tanks can fit into one transport.

80) Do you think the transport will be a practical unit that is used often? On certain maps, yes, it will probably be used quite a lot. Since the Soviets have no way to transport their infantry across water except by the transport, it is going to be used a lot by them. The Allies have the Nighthawk transport to get their infantry over. You'll see the Soviets using the transport quite a lot.

81) Please say you guys will make some beach landing maps! Soviet invasion FTW! Well, we are already planning a Fort Bradley map, so we may do some Soviet beach landings there. You'll have to go and attack the fort and destroy the Statue of Liberty and stuff like that. I'm not going to divulge more than that, but let's just say that it's going to be awesome.

82) Will c4 be able to be used to blow up ships like in RA2? If so, will we have to swim up next to the boat or will we have to board it? I like the latter better, but since boats can run people other, we might just go with the first option. It's all really up in the air still, since we haven't thought much about that part of gameplay yet. Don't take this answer as definite. I'm just stating what could or possibly happen.

83) Lawmakerx: Will engineers be able to capture buildings? If so, how? Engineers will be able to capture buildings, but only tech buildings, not enemy base buildings. You won't be able to capture War Factories, but you can capture an Oil Derrick. You'll do this by going in and poking a terminal or holding a point for a certain amount of time out on the field. We're not sure how this is going to work yet because we haven't planned too much in the engineer way of things.

84) How is mind control going to be possible? We are going to work on a system of bots with mind control – but I'll divulge more on that when it gets closer to that time. It's going to be quite tricky.

85) If there are superweapons, will the lightning strike be like multiple ion cannons in random locations? Well it's not going to be random, but it will be like a multiple ion cannon strike but less powerful. Of course, it has to be distributed evenly over the radius and stuff like that. Certainly it is going to be spectacular as well.

86) Do you know all the answers, oh great one? If so, where do we live?
The meaning of life, my friend, is 42. Take heed, and praise Kane.

87) Stormweaver: Will an official Yu-Gi-Oh based card game be released after Apocalypse Rising itself? Will its roles mirror Yu-Gi-Oh? Or will it just be some foreign laws that people will just forget, cry over, and then lose at whenever OWA turns up?
I have something to say to that – forget the rules! I have green hair!

88) Compared to what we know, how will a desolator compare to, say, a shock trooper?
I can't really say that much about balancing because it's not done yet. When it's nearer to the time I can show and tell you through videos and the like. When we are developing it, I can't really say much because I don't know.

89) Will terrorists be used in any way, shape, or form? If so, will civilians be disguisable as terrorists?
The terrorist doesn't get a disguise, but the Allied Spy does. The terrorist will be useful if you stick five of them in a flak track and rush the enemy base. That is a great tactic.

90) How will the flak IFV compare to the flak track in terms of speed?
The flak IFV will be less powerful but faster because it is an IFV. However, it won't be able to carry as many troops. That's why it's faster.

91) How many tesla troopers will it take to fix a broken light bulb in the Soviet Barracks?
Well, the one has to go find the light bulb. The others have to form a human pyramid to get up and try and change the light bulb. That's about, oh, four or five tesla troopers I suppose.

92) Will buildings roofs be more accessible than in APB? Will roof access be granted to paratroopers and rocketeers?
Yes, buildings will be more accessible. There will be more roots, and more ways to get to the weak points. There won't be places where the elite units or the more advanced units can camp. You won't really be subject to camping at certain doors because there will always be a different route to go. There probably won't be roof access. Some buildings will have gantries on the top which you can use to access the high levels, so I guess the rocketeers can use that to their advantage.

93) When units are paratropping, what control, if any, will players have over their flight? Will you be able to shoot on the way down? Will AI weapons be effective against paratroppers? Will paratroopers be limited to GI and Conscript only?
We haven't really thought about which units should be limited to a paratroop. AI weapons will be effective against paratroop units. You will be able to shoot on the way down. You won't have any control over your flight.

94) How many questions can I think of and type without stopping to think?
I don't know. Was that a rhetorical question? I think that was a rhetorical question.

95) Will the technician IFV have a giant drill or blowtorch?
Possibly. We haven't really thought that one out.

96) Will Crazy Ivan's Knife be effective against attack dogs?
If you can knife them, then sure! The knife is a one hit KO.

97) Will any units be immune from attack dogs for any reason?
The only unit immune from attack dogs was the Brute. That was a Yuri unit, and since there are no Yuri units in AR, no. The only infantry-like unit in AR will be the terror drone, which will be immune.

98) How powerful will Yuri's deploy move be?
If we can balance it correctly, not very.

99) How do you think gameplay will be different than APB?
It will be more direct and arcade-y. It will definitely be faster than APB because the tanks drive faster along with the harvesters. It's just going to be accelerated. We'll have to see how it plays out, but it will be pretty fun.

100) Will the game be centered on the need for teamwork, or will players be able to stand alone in their own right?
The game is kind of centered on the need for teamwork – you really need to club together with your allies to succeed. However, you are going to be ok on your own if you want to stand alone. AR kinda gives you the option.

101) Will the British Sniper be pretty overpowered like the Allied Sniper? If so, what justifies this?
Yes, he will be pretty overpowered. But he will be a balanced overpowered if you get what I mean. He is only one of five special units – you only get him one time around every five maps.

102) What qualities will the German Tank Destroyer have to make him worth using? His fixed turret makes him rather weak against moving tank battles, and useless against everything else. How will this be balanced?
We've thought about this, and we are going to give the Tank Destroyer quite a tight turning circle. You'll be able to turn quite fast, turn, attack, turn, and attack again. He'll be really quite good. It'll have better armor too. If it comes up against other tanks, it will definitely come out on top. A rhino tank won't be able to beat it one on one. It's not going to be good against infantry unless you want to run them over. It's not going to be able to be used to assault buildings – that's not what it's for. We might make it effective against smaller base defenses, which might give it more of a use. It's mainly a support unit, not a main battle tank. It is designed to clear the way for your main force.

103) The lack of siege weapons on the Allied side will surely affect their ability to have a large damage potential in any point in the game, while every other means the Allies have will be available to the Soviets. How will the Allies be able to use their stuff to their advantage?

As you know, the Allies get the Grand Cannon and stuff like that. They also get the Nighthawk Transport which the Soviets don't get. The IFV can be used to repair vehicles in the field. The Rocketeer can be used as a scout. They can entrench their infantry in positions more effectively. It all weighs up to the balance of the game. The Allies and Soviets both have the advantages and disadvantages. We will design our maps so that both teams can use those advantages efficiently.

104) OWA's hair is epic. What conditioner does he use, and what would work with naturally straight hair with a slight wave to it? If not, can you recommend anything?

Well, if you want to use the same conditioner I use it's Sun Silk. It makes my hair feel nice. Yay!

105) How will the low tech base defenses going to deal with any sort of tank rush? Will pillboxes and sentry guns be made to be more effective to make up for this?

Yes, they are going to be made more effective to make up for their weaknesses. Watch out because sentry guns and pillboxes are going to be mean!

106) Will c4 from Seals and Crazy Ivans be able to kill vehicle types and defenses in one shot? If so, will it require one charge or two?

You have two types of dynamite and c4. There is unlimited dynamite and unlimited c4, and your one shot dynamite and your one shot c4. Your one shot explosives destroy any unit in one shot, but your unlimited supply finish the job. Your unlimited supplies deal a considerable amount of damage so you may need more than one charge. They also have a long reload time. It will be nice to balance that all out.

107) What differences besides the stronger missiles will the v3 have to the v2. In the right hands, will they still be an effective anti-tank unit??

When was the v3 an effective anti-tank unit, is the question I'd like to ask! In RA2, it was basically there firing off the odd missile to destroy a building. If you want an effective anti-tank unit, then just buy a rhino tank – they are much better. Or buy a Tesla Trooper, which are 500 credits each, and they're not like their APB counterparts.

108) Aidoneus asks: For OWA – Why are you so nasty? To be read in appropriate Robin Williams voice.

Why are you so nasty?

109) Squidly asks: How will structures and capturing work?

I've already been through this.

110) How will mind controlling work?

I've already been through this.

111) How will countries work?

I've answered this as well.

112) Will support weapons like the Chronosphere and Iron Curtain be in the game? If so, how will they work?

The Iron Curtain and Chronosphere will both be in. We haven't sorted out how they will work though, because that is a long way down the road. There were some scripts that were made awhile ago for the Iron Curtain and Chronosphere, but I don't know exactly how they work. They're in the latest scripts that have been released, so if you want to go look at them, go ahead. I'm not sure how they work.

113) Dominant Hunter asks: Will certain units be getting traversable interiors?
Only the Aircraft Carrier, Dreadnaught, and Amphibious Transports will have traversable interiors. Other units will not.

114) How is AR compared to APB? How are Rifle Soldiers compared to GI's and Conscripts? What about AI?

I must say, deploying units is so fun. You can just hide in your little bunker of sandbags, and you've got the Conscript jumping around going, "Ahh!" Then you just deploy, and they're not able to hit you because of the sandbags. It's really cool. The Tesla Trooper kinda works like the Shock Trooper works at the moment, because he doesn't have his cool punch move yet.

115) The Chrono Legionnaire is awesome. How on earth is the teleporting going to be implemented, as well as the gun – you just set there and let yourself die?
You could type to him while you wait! Basically, the weapon for the Legionnaire is going to hold the enemy in place. You're not going to be able to fire, but you will be able to look around. You will be phased away from time. It's kind of cool. That weapon is working in some of the old builds so it's going to be cool.

116) Blood?
No.

117) Remains from destroyed vehicles?
It would make a nice cover feature, but they may fill up the map. We don't really want to fill up the map with destroyed tanks everywhere.

118) Superdude asks: Are there going to be nations?
Yes, there are going to be nations!

119) Are they going to be randomly chosen or assigned to each map?
They are going to be randomly chosen.

120) How will the Grand Cannon work?
Preferably, it will turn its turret and go BEWM! And then whatever it aims at will blow up.

121) Will there be two superweapons per side on any map, such as the Iron Curtain and Nuke at the same time?
That's quite interesting – we may have all four weapons on the same map as, like, a mega-ultra map with everything enabled. That's a way down the line, though.

122) R34ch: Question. Will you need to take a breather after reading all the questions asked in all the previous blogs and Q&A's?

breaths heavily Yes.

123) Are you planning any other infantry classes like the Secret Service? If so, will you give them wacky IFV variants?

Maybe as extras.

124) An IFV variant that releases cream pies and/or balloons?

Well, uh, the KGB spy did make a pie launcher as a weapon, so that could be quite cool.

125) Cfevanguard asks: Any plans to bring back C&C: Untold?

No, there are no plans to bring this back.

126) What is your favorite RA2 unit, and how do you envision it to play in AR?

My favorite RA2 unit is the Siege Chopper. Well, it was in Yuri's Revenge, but my favorite unit is the Siege Chopper. You had the mobility of an air unit, but with the power of a main battle tank. You could fly it around, deploy it, blow up a building, undeploy it, and then fly around. It was a brilliant unit. I envision it to play quite well in AR.

127) Can you remember how I am?

Yes, I can remember who you are, because you are me! This is, in fact, my old forum account.

128) Glaed asks: Will the tech levels be set by RA2? For example, if the Battle Lab blows up, you will no longer be able to build Kirovs etc.

Yeah, we are going to look into that.

129) Lipten says: Hello! Question about the spy and other stuff. In Red Alert 2, when you put a spy into, say, a Battle Lab, your team unlocked a new unit. Will that be possible?

Yup, that'll be possible.

130) If the spy enters a building, will it die, or will it have a one-time use?

You enter into the building and go into a specific place, and its effect will take place passively.

131) If the spy has a one time use, will he lose the ability to cloak as other units?

The spy has the ability to blend in using a coat hanger weapon, and basically he uses this hanger to steal the disguise of an enemy that he points it at. This hanger will have a ridiculous range and it will be pretty cool and funny.

132) When you make the spy look like the enemy, will dogs be able to sniff him out?

Yeah, we are hoping to make the dog color blind and have a weird display, and the spies will light up red or blue on the display. You'll be able to spot them easily.

133) IFV transformations – will that be possible?

The script is already there, and it works. We just need to get the new IFV model ingame and we'll be good!

134) Bridges – will they be destroyable if shot at for a long time? And will c4 and Tanyas also be able to blow them up?

The answer is: Yes! They will, and you'll be able to rebuild them in the bridge repair hut.

135) In Tiberian Sun you see old buildings from Tiberian Dawn. Will that be in AR?

I'm not sure what you mean here, but if you mean if you will see RA1 buildings in AR then yeah, we might put them in as an easter egg.

136) Will ever be a 2v2 map?

We'll put some of the RA2 2v2 maps in, but they will still be 1v1. You can't have more than two teams in Renegade.

137) If you use the extras cheat, will you unlock civilians?

Yeah, we'll probably have Romanov and stuff like that in the extras. That'll be cool.

138) If you are a terrorist, will you be able to hijack civilian cars and turn them into a demolition truck?

You'll be able to hijack civilian cars with any infantry unit if we can get it set up right. You can use the bus as like, a cheap troop transport. Whether or not you'll be able to detonate it is still up in the air.

139) Will Tanya and Boris get to choose from different looks on the Character Select screen, like Sydney and Ravashaw in Renegade?

Yeah, probably. We aren't too sure on camos for inf units yet, but the SEAL will definitely have camos.

140) Can you mind control a cow and get Crazy Ivan to put dynamite on it?

Yes! You can!

141) gtp0rong says: Since attack dogs are basically infantry, will you be able to commandeer vehicles and stuff?

Incoming Kirov dogs! Um, no. Dogs can't drive. It's kind of silly.

142) Will there be battles on the moon, like in Yuri's Revenge?

Yeah, we are hoping to incorporate battles on the moon, with cosmonauts versus rocketeers and stuff like that.

143) Ceiling Cat says: Will there be an elitist rank system like in RA2 and RA3, so units can get better firepower and regenerate health?

Yup. That's already in our test builds.

144) Will there be demo trucks, so I can use them as my favorite Coca-Cola trucks?

Yes. Demo trucks are in. They are going to be using the country system.

145) If there are no demo trucks, can we have Coca-Cola trucks in each map that we can put terrorists in?

No, probably not. We'd probably get sued by Coca-Cola. I don't know.

146) Will Kirovs have unlimited bombs?

Yes, they will, because they did in RA2.

147) Does OWA like his eggs sunny side up?

Yeah, I like my eggs sunny side up. I like them, well, I like fried eggs altogether. I don't care what side is up. They're tasty – omnomnom.

148) Will the player limit still be 26?

That's for the server people to decide. I've seen some 100 player servers in Renegade, so who knows?

149) How will the paratroopers work?

Already answered.

150) Will we be able to enter civilian vehicles?

Yea. You'll be able to drive them around too.

151) Are there any plans for the Soviet Iron Curtain? If so, how will it work?

Yeah, there are plans. No, we aren't sure how it will work yet.

152) Any plans for random civilians on maps?

I'm not sure of that because of the AI needed to make that work.

153) Wallywood: I remember hearing the v3 rocket will be able to be destroyed. What will it be destroyed by?

All forms of gun fire will hurt the rockets. Machine guns won't do much damage when compared to rockets, so if you fire a rocket at a v3 rocket, then yeah, it's going down.

154) How many skins for the spy will there be?

All of the Soviet and Allied infantry will be available as skins. You'll be able to use a Tanya decoy and stuff like that.

155) If a Mirage Tank turns into a tree and is falling in the woods and no one is ahead, does it make a sound?

It doesn't make a sound when it stealths... I think that's what you're trying to say.

156) How will the black eagle compare to the harrier?

It will be a little more powerful and faster, because the black eagle will only be a one in five chance of receiving it. It won't be unstoppable.

157) Could you give us a hint on how the terrorist and desolator will work?

I've already been over them both.

158) I know Reborn the person has made a system of rebuildable base defenses – are you going to implement this?

Not the exact same system, no. We probably will put in a system of rebuilding things, though.

159) NodGuy asks: How does Yuri work?

Already answered. I don't know.

160) Will there be a map EXACTLY like Fissure except for minor differences?

Probably not. I'm not a big fan of Fissure. There will probably be maps like Keep off the Grass or North by Northwest. Ridge War maybe.

161) Will there be snow on snow maps?

Hopefully if we get all the buildings modeled with snow on them!

162) How will the Chronosphere work? If you chronosphere to the same spot, the Soviets will just be able to camp that spot! Will you be able to choose your destination?

Hopefully you will be able to choose, but I'm not going to divulge much on it, mainly because I don't know. There's work to be done before that time!

163) Will the Soviets have a counterpart to the sniper?

No.

164) The Allied Sniper is already known to be an annoyance to anyone who has lost their War Factory. Is it the opinion of the Bluehell Productions team that the chance to killwhore would act as an incentive to counter the British team's lack of useful combat units?

If the Soviets are unlucky enough to lose their War Factory, then they will have access to the ultimate anti-sniper unit – the Tesla Trooper. If you run straight at an Allied sniper with a Tesla Trooper, he can't be headshot'ed! Their armor is so thick around their head that they can't be taken down that way. However, if you shoot their oxygen tanks, that'll do the most damage. To kill the Tesla Trooper, you effectively have to shoot their back with the sniper. Shooting him in the head just won't work.

165) When in feet mode, will the rocketeer still take variable damage depending on where he is hit? Will he count as a vehicle for the purposes of damage? If he has no weak spot due to the engine, what will stop people from hovering a few feet off the floor for the extra defense bonus? Conversely, what advantages, other than reduced damage to AA weaponry, will he have from being on foot?

The rocketeer on foot will not be able to be targeted by AA defenses. He won't be able to be killed easily with AA weaponry. You'll have to take him down with conventional weaponry. The rocketeer on foot will be able enter vehicles. The flying rocketeer cannot do this. The rocketeer was made to fly, but we are just giving him a walking mode so that he can use terminals and do this kind of stuff. If the player has any sense, he'll keep it in the air most of the time because it is a lot more nimble and has more advantages.

166) Glaed: Can the spy plane be shot down?

Yes, yes it can. Hopefully.

167) Will there be any maps with bigger interiors for buildings? For example, locked doors in the Soviet barracks be unlocked one map and lead to large extra rooms on an infantry only map. It's an interesting idea, but we may not bother with remaking all the building interiors to compensate. It would just be the effort over reward argument.

168) Have you thought of making any APB maps for AR?
Maybe Keep off the Grass or North by Northwest.

169) Which, if any, defenses will be rebuildable?
Probably the basic ones – pillbox, sentry gun, flak cannon, and the patriot missiles.

170) Will the construction yard have more use and/or importance than in APB?
Yes. Other than repairing the base slowly, you'll be able to purchase all of your base defenses from it.

171) Will spies be able to infiltrate buildings that they were unable to do in RA2?
Well, buildings like the industrial plant and stuff like that we can think of things to come up with, but yeah pretty much. Since the Tesla Coils and stuff like that don't have interiors, they're not going to be an issue. Other things that they couldn't infiltrate before, sure.

172) AdrwIvrnsn says: Will fictional weapons be given fictional designations? IE: M204 for the Rocketeers gun?
Probably not, because a real weapon could come up in the future which could have that designation, and people would basically go, "Oh no that's wrong! Stop doing that!"

173) What will the Spy IFV do?
As you probably know, the spy IFV in RA2 was the gun IFV. We might give it some different form of weapon. Maybe like a Mirage Tank, but it cloaks itself as enemy units. So if you click on a Rhino Tank, your IFV would turn into a Rhino Tank or something similar! Without the weapon, of course.

174) How are terror drones going to work? Are you going to drive them, robot control them, or will they be some type of infantry?
You're going to have a room in the War Factory which will have terror drone consoles which you can access to control terror drones. Basically, your character stands at the terminal while you control the terror drone. If someone kills you while at the terminal, then your drone will become inactive on the field. It's pretty cool how we are doing the remote control logic – it's the same thing for the robot tank for the Allies. You'll be able to use a tank without going out into the field.

175) Will the rocketeers be able to fly inside buildings, or will they have to walk? Will their rockets still do damage to infantry, or will they end up camping the roof and it'll be hard to try to kill them if they do?
Flak weapons are great against rocketeers, so if the Soviets are smart, roof campings won't happen too often. The jetpacks restrict them from carrying heavy armor, so they won't be hard to kill. Rocketeers will be able to fly inside buildings.

176) Will you have interactive easter eggs?

I'm not sure what you mean by interactive easter eggs, so I can't really answer that question.

177) Ivan55599 asks: When will these questions be answered??

Answer is: Right now!

178) How will engineers capture buildings like the Oil Derrick and Airport?

I've already answered this question.

179) Will AR have the stats like Oxi stats built in?

I hope so. As time will tell, we don't have any offers for servers yet as it's kind of far off. Thus, we don't know if we will get Oxi stats or some other kind of stats system.

180) How many players will be able to be in one game?

Hopefully, 25 or more. Or 26 actually, because, 25, you can't have half a player. That would hurt. 26 is the minimum.

That seems to be the end of the questions! Thanks for bearing with me. I hope I haven't been too boring! Hopefully Lord_Kane will get a microphone soon and open up a new thread where you can ask more questions. Hopefully in September we should be able to do a proper, full-blown podcast which will be more fun than me sitting there and talking to you. I'm really sorry about this. I did my best. Anyway, that's all from me for now. So yeah, keep supporting us and we'll keep delivering the updates! And all that jazz...

Transcript by Deadpikle. Slightly paraphrased, but the main content and 99% of the questions are written here. Thanks so much!