
Subject: C&C Revision "Kamuixmod changes the World"
Posted by kamuixmod on Thu, 30 Dec 2010 13:27:19 GMT
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well i started with this mod some Months ago and im still working at it. The Campaign and story is a mixture out of C&C Renegade, Syphon Filter and Timesplitter. Those who know and like this games will like my Mod . The Whole Mod will have 15-25 Story Lines. (each Story line is a .pkg file which is like 50mb big zipped). And currently im at Story 4.

Here is a small taste of Story 3 <http://www.youtube.com/watch?v=YiqGT5koqDo>

I will upload each Story after im done with it and most of the Stories will be filmed as well. So i hope you will Enjoy it.

well some people know that im working on a Whole new Campaign for Renegade. So im sorry to tell you people but the production stopped.
(jk) im still working on them

Ill list here Following Missions from the Campaign. The download Link will be added after 100% Perfectioning them.
Every Mission will have a cool Title and the Missions are going to get shown here.

Story 1 Status: Completed Story 1

Story 1: Project-X

Area:Canyon

Primary Objectives:Bring Dr. Mobius save to the Nod Labor to extract their Research Data

Secondary Objectives:On your outway deactivate the Jail Controller to gain Reinforcement.

-Destroy the Nod Helipad to cut their Reinforcement and clean the Area.

-Search for a Tomb to destroy the Gefuin Disturbers to activate the Communication.

-You need to find a Way to disables All the Security Walls by finding their Console.

-Steal the Data and Activate the Self destruct and be sure that every Unit there is getting buried except you

Story 1B Status: Movie created by except.

Story 1b: The Time lies in Our hands

Area:Canyon

Primary Objectives:Keep Dr. Mobius alive until you reached the Escape Troop with him

Secondary Objectives:Disable the Laser blockades by deactivating the Consoles

-Destroy every enemy unit on your way

-Find a High Place to active the Transmitter for the Escort Troop.

Story:Some days ago we sent 3 Agents in a facility. 2 got caught only 1 survived and arrived save here.

Following to Our Information is Nod working on something big which is going over Their Project-Regensis.

We guess that they work on a Timemachine to win the War with their present Technology in the

Past.

We need to get this Project for our own Use and u need to destroy their labs before they create their Timemachine.

The world lies in your Hands now.

Story 2 status: Completed Story 2

Story 2: Where Everything Began

Area:Maya

Primary Objectives:Kill Kane at all costs!

Story: Its the Year 2147. The War between Gdi and Nod were still going on. Some years Later were not humanoid signals located. The Scrins. They came to create and Use the Whole Planet (Earth) as Refinery for their Other plans.

This means that they are going to kill everybody on Earth and to finish the Spreading of Tiberium on the Earth. After Nod and Gdi realized it so gdi went back to the past where everything began. Anyway invented Kane his own timemachine (not known how but will be said soon) and followed the Gdi Units to their Destiny.

The information you had gained from "STORY 1" helped you to create a Timemachine. Well we will stop this war now before it had started! We are going to a special place. Its the place where everything began!

Your in the Year 1800 With your Team. But where your Location is, is a place like a Temple from Maya. No it cant be! Its..... Its..... Its..... KANE?!

That cant be! All the Time over Kane worked with the Scrins!

He were the Person who put the First Tiberium in the Earth and there it started to spread! The Scrins made a Contract with Kane. He will gain the Long Live. That for they will work with the Scrins together and support the Tiberium.

But you still have a chance. The scrins havent made the Contract yet so is Kane still killable. But The future Kane arrived and gave the past Kane suits and Armor because the Formulare you had sabotaged disabled him to Stay Long. His Timemachine keeps everyhting what uses it for a short Time delay in the wished time.

The Kane in the past got now a new Suit called FCS-Tanksuit

Its Armor is protected with Energy. Grenades and any kind of Bombs would no work on him and he got a Modifided Version of a USAs 12!!! The War in the past has began. Gdi units are fighting with Nod Units!

Story 3 status: Completed Story 3

Story 3: The Town of madness

Area:Mexico

Primary Objectives:Infiltrate The Town and kill everything which isnt recognized from us.

Secondary Objectives:Use Nods Support to destroy The Enemy on your Way

-Keep the 2 Engineers alive until they Completed the Obelisk

-Kill the 50 Metre sized End Boss

-Chase Crow!!!

Story: You killed Kane well done. You saved so many lives which would have been killed. Well done. You prevented the biggest war which had to take place. What the zzzzz..... something interfering with the Time.....zshchhazshshhhhhhhhh,,.....!

What?! Oh no this can't be. Seems like that something happened after you killed Kane. Timesplitters! This isn't good. The Tiberium war ended but that for another war has taken place. Seems like the Scrins mutated to something. I got it! The Tiberium. The Tiberium-fruit (idk lol) needs to be planted on the Earth because of its Atmosphere. But because that failed they had no chance to survive. The Tiberium-fruit needs to be planted for getting used to eaten from them. SO they mutated due to the Food suck from their bodies. As much as we know did they mutate so that their Body spreads even Electrical Signals which we see as Shock waves or bolts. No this is physical not possible that their Body creates from the Mutation electrical Signals and they are even Stealth. No somebody had a hand in this game. Your Mission is to find out who it were. Maybe we will find out more that after.

We are sending you back in time. "Thanks to Einstein" You will go back to the Year 1920. It's a small town in the Night. We got some suspects there. Some people in the town found weird things (the Scrin deathly Cheesy) which laid on the Ground. Some of the People had illnesses after they touched some of them. We guess that those people mutated maybe because of the High Radioactivation on their remaining bodies. Strange is that some of the Scrins bodies disappeared. Even though they were dead. We think that somebody moved them on his own anywhere for his own experiments. You need to trace the Person.

Because Kane died before he created the Nod organisation did Nod never exist. But we noticed further that it existed just the Leader were somebody else under the name Yuri Gregorav. he made a Peace Contract with the GDI and we worked together. Yuri Gregorav wanted our help. He had stationed Units in a Town but some of his men disappeared or turned in strange things. Those forms attacked the Nod units with Electrical Bolts. He knew the Whole story what happened in the Past with the Person called Kane and the Scrin. But he doesn't believe as well that they can mutate so that they can even fire Electrical Bullets out of their Bodies. He's supporting the GDI with his Full strength and GDI back. Kane created a Nod Obelisk to eliminate the Mutants but the Engineers got killed before they had it done.

Story 4 status: Completed Story 4

Story 4: The Time is running

Area: Sibirien

Primary Objectives: Find the Plane and try to get on!

Secondary Objectives: Defeat the Enemy Forces on your Way!

-Destroy the 4 Advanced Defensive Systems

-Find a way to pass the broken bridge

-Destroy the Enemy controlled Powerplant to deactivate their Defensive Systems

-Kill Anton Girdeux

Story: We successfully cleaned the Town before our forces fired a Nuclear Rocket if we had failed. Well following the Information we gathered there, it seems like a person called Dr. Jacob Crow is involved with this. We saw something not believe able. He is able to use a Time Device, which he used to escape from before. But Where did he get it? How and What for? We managed to trace him. It looks like that he had 1947 in Sibirien a Secret Base. He wanted to transport

something to the further countries. ut what could that be?He is not alone that what we all know. Yuri gregorav told us that he had before as well a Secret Base tehre but it got captured and there are still some Nod Units who follow this Person.Its Important that we have to know what he transport and we may have to stop that even so.

While we were moving to the Point with a Chopper we got hit by a Projectile and crashed down.We crashed near the Damn into the Sea so there is still a long way awaiting you for your Success but you dont know what will be on your Way so be prepared for Everything. The Enemy took Experience with you and is much stronger than before now for sure. You can be sure that Crow manipulated Nods Defensive System near the Damm so watch out. Near the Cargo Plane were 3 People spotted who worked with Jacob Crow. You have to Enter the Plane to Log in the next Mission to their Data base there from to get more Information

Story 5 status: Havent started yet
Story 5: In Horrible Highs
Objectives: Under Contruction

Story:You did it savely to the Plane but you dont have time to celebrate it. The Air Plane is full with The Mutation Toxid which Turns Humanoids into Time Splitters. We neet to stop that at all costs! That for u need to take out Both Planes! Be Carefully u need to make the Airplanes crash in the Ocean before it reaches the Country. Because if it crashes on the Country then the Toxin is able to Spread horrible fast. Rhömer is leading this Operation. He is on the 2. Plane so you have to find a way to get him and kill him!

Story 6 status: Havent started yet
Story 6: Danger in Costa Rica
Objectives: Under Contruction

Story: You managed to manipulate the Airplane but while u were trying to Jump off from the Cargo back door Rhömer attacked you. He wears a kind of Tanksuit but luckily u had a USAS 12 and managed to shoot him out of the Cargo Plane. Well while he felt he were able to keep your Parachute line and you got taken out as well. You landed in a Huge Jungle. Your Mission is to find a way to get contact with your Team to call a suppond team.

Story 7 status: Havent started yet
Story 7: Base Tower (Boss)
Primary Objectives:Destroy Rhömer's Chopper before Reinforcement arrives

Story: You found in Rhömer's Castle a Command Satellite which is on the Roof of the Castle. An escort team will arrive in 20 min. In the Moment you heard this an explosion occured and an Air Chopper came up. Its Rhömer! He is going to kill you and your escort team at all costs! You dont have much Time left. Take out Rhömer's Chopper and himself before your Team arrives, else it will be a horrible massacre!

The Files are Zipped. If problem occur Pm me.

Well i know my Gramar lacks a bit but thats not sooo important .

For Those who likes to play Chess in C&C Renegade can enjoy this here

Castle= Gdi/Nod apc

Horse, Knight= Orca/apache

Bischof= Nod Arty /Gdi Mrls

King= Mammoth/ Nod Flame

Queen= Gdi Med Tank/ Nod Light tank

C&C_Chess Zip
