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Subject: « Rise of the Aliens! »  
Posted by [Paingvr99](#) on Thu, 03 Jul 2003 00:39:08 GMT  
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heres the first post i made -->>

<http://cncdb.proboards19.com/index.cgi?board=renedit&action=display&num=1057190600&start=0>

What would happen is that we get ppl to skin, make models like characters (aliens) and then skin GDI with some new models! heres my ideas for what the new skins would look like!

-----  
Character-----New Character---(GDI)  
police force  
minnigunner-----police with new model of gun  
Shotguner----police speacial forces---new modeled gun  
grenader----police speacial forces (2)-- no new model  
GDI officer-----Cheif of police--- new model gun

-----  
Civilian  
engineer-- Civilian technition---new modeled gun  
rocket soldier---civilian farmer----new model gun  
sydney(cheap)----civilian female farmer---new gun  
sydney(1000)----Replace Sakura----new gun  
Mobius--- Civilian scientist---new model gun  
-----Mobius is the one who called the alien invaders---

-----  
Army Units (dead 6)  
all are the same exopt new skins and all have new looking guns  
~includes sakura as part of dead 6~

Nod characters would be various aliens with new "out of this world" kind of guns!

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Subject: « Rise of the Aliens! »  
Posted by [Paingvr99](#) on Thu, 03 Jul 2003 00:44:32 GMT  
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I need some modelers some people who can bone them mappers and skimmers! i myself cant do too much exopt skin some models and i might have a few ppl that can skin already at my forums!

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Subject: « Rise of the Aliens! »  
Posted by [Infinint](#) on Fri, 04 Jul 2003 01:19:05 GMT

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um thats the same mod my team is making heres the story line :  
This is the story line for the upcoming mod.

Every one knows in the being of tiberum on this planet was brought by a meteor that was sent by the ancient alien race, the Skern. They are mentioned in every C&C game even in red alert there is one mission where you see a crashed flying saucer. But in tiberan sun they are actually fighting over a crashed skern ship in one mission. Now the alien race did not want to hurt any one but when we killed Kane before he launched his Tiberum missile it spelled doom for mankind.

What dose Kane have to do with this you ask, well remember that fateful day when GDI destroyed Kane's temple of nod while he was inside. Well as we all know Kane got out but where was he for the past 3 years, he tells you in one of his speeches to his followers that he has seen

skirn space ship and was shown there intensions and was asked to build a missile that would convert the would to a tiberum environment. But Kane was never able to launch his missile and soon the aliens started to invade and man kind alike was told they where going to die. Now if you

entire world joined together in an effort the save humanity and fight against the Skern. But the Skern where a peaceful race which offered to let both of them live happily on the planet at the same time. But this is where the chaos theory comes in. Humanity is fearing the worst so it thinks all is lost and never tries to talk with them just greets with tanks and guns.

So this is where the mod starts right in the begging of the new war the Untied world (which is a new form of GDI) VS Alain race. Both sides have difficulties and advantages. GDI now has even wider range of weapons and technology and has 4 times as many people as the aliens but are week against TB and are easily injured. The Skern on the other hand much stronger and has heavy layered exoskeleton and armor that no C4 charge can penetrate which forces GDI to create new weapons out of their arsenal. Also Skern where not prepared for war and only has a few weapons but can easily start building them but at heavy price due to them not being able to use TB for what human use it for.

Both sides have their ups and downs but only you will decide who wins earth over.

maybe our teams could work together to make an even better mod?

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Subject: « Rise of the Aliens! »

Posted by [Aurora](#) on Fri, 04 Jul 2003 01:45:53 GMT

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HORRIBLE SPELLING ALERT

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Subject: « Rise of the Aliens! »

Posted by [Infinint](#) on Fri, 04 Jul 2003 01:49:59 GMT

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HORRIBALE SPELLING ALERT

sorry but i did quick

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Subject: « Rise of the Aliens! »  
Posted by [warranto](#) on Fri, 04 Jul 2003 01:50:50 GMT  
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If the skinning and such is done well, this has the potential to be a good mod. Despite the storyline and some balance issues discussed in the story line.

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Subject: « Rise of the Aliens! »  
Posted by [Infinint](#) on Fri, 04 Jul 2003 01:53:22 GMT  
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warranto this is 2 diffent mods he hasent replied to me yet about merging the teams together

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Subject: « Rise of the Aliens! »  
Posted by [warranto](#) on Fri, 04 Jul 2003 02:20:52 GMT  
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Heh, oops, and I knew it at the time of posting :oops: .... let me rafaize it then. BOTH have the potential to be good mods, however Infinint's needs some balance issues that are discussed in the story line.

:oops: heh, hope that clears it up... :oops:

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Subject: « Rise of the Aliens! »  
Posted by [Paingvr99](#) on Fri, 04 Jul 2003 02:22:49 GMT  
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my team is mainly made up of skimmers including myself in that post i was actually looking for modelers but you do bring up a good point! i was wondering if you have a website so i can see what exactly your mod is looking like. (mine isnt started yet) so yea, if its still okay that we can only skin then id be happy to help!

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Subject: « Rise of the Aliens! »  
Posted by [Infinint](#) on Fri, 04 Jul 2003 02:24:04 GMT  
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ya i suppose there are some balance issuis when you read it but really there arnt much

plz dont say SPELLING ERROR

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Subject: « Rise of the Aliens! »  
Posted by [Paingvr99](#) on Fri, 04 Jul 2003 02:24:16 GMT  
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did you already start? (sorry for short post but i forgot to ask)

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Subject: « Rise of the Aliens! »  
Posted by [Infinint](#) on Fri, 04 Jul 2003 02:28:21 GMT  
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ya we did kinda but we arnt really going any where right now  
we are in the stage where we are see ing who is acctully going to stay in the mod the hole time  
you know what i mean  
you cant see the mod progress at the site cuz there was a misstake and a page got deleted but  
here <http://www.mappingsquad.tk>

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Subject: « Rise of the Aliens! »  
Posted by [Paingvr99](#) on Fri, 04 Jul 2003 02:35:49 GMT  
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ok ill ask my "group" if they wanna help! i have a website it doesnt have a good templaet but  
everything is paid for its CnC Data Base with the forums. it doesnt matter which one though! ill  
help ya if i can post the stuff on my site too!

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Subject: « Rise of the Aliens! »  
Posted by [Infinint](#) on Fri, 04 Jul 2003 02:43:13 GMT  
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i already registerd for the forums and what i meant was we mix the teams together you know  
becuse there are now currently 3 new mods about the same thing wich means 1 is going down  
if we merge then there are only 2 the first one wich will come out in a few weeks based on  
tiberuim dusk, then ours can come out as a sequal somewhat if there are 3 then people are going  
to get bored bye the time the 3rd gets out. bye the site i see you used a template from freewebz  
it would be nice if you could move your site to mine. i also like the name you came up with becuse  
we where currently still thinking of a name :rolleyes: . you will get full control like i do over bolth  
teams and all team members will be admins at my forums

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Subject: « Rise of the Aliens! »  
Posted by [Infinint](#) on Fri, 04 Jul 2003 02:47:41 GMT  
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i dont want you to think im asking to much but this is most likely a one in a life time change for me

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and you

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Subject: « Rise of the Aliens! »

Posted by [Paingvr99](#) on Fri, 04 Jul 2003 02:54:56 GMT

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yea it is! then i would have to move my site and change URL im not sure how i would do that but... anything else i would be glad to do!

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Subject: « Rise of the Aliens! »

Posted by [Infinint](#) on Fri, 04 Jul 2003 02:58:42 GMT

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YES

we can start with instant messengers which ones do you have and what are your names for them i have AIM= Infinint031889 and MSN= INFININT

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Subject: « Rise of the Aliens! »

Posted by [Paingvr99](#) on Fri, 04 Jul 2003 02:59:27 GMT

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do you have a hotmail or msn account? it would be easier to talk there i dont have AIM

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Subject: « Rise of the Aliens! »

Posted by [Paingvr99](#) on Fri, 04 Jul 2003 03:02:18 GMT

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i found ya on msn but it wont say eMail also i was looking for tutorials cause i really wanted to make em so maybe in the future (no promises) i might be able to make models!

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Subject: « Rise of the Aliens! »

Posted by [Infinint](#) on Fri, 04 Jul 2003 03:03:01 GMT

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no hot mail just e-mail me at [infinintmail@earthlink.net](mailto:infinintmail@earthlink.net) i will get to you withen one minet of when you send it.

My msn is INFININT

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what is yours  
my msn profile name though is infinint\_the\_original

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Subject: « Rise of the Aliens! »  
Posted by [Infinint](#) on Fri, 04 Jul 2003 14:22:51 GMT  
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we now need people with experiance in full charicter animation for them movies in "Rise of the Aliens"

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