Times Change... The Flow of time Remains.

As we stand and thread upon the vast areas.. we come to realise.. the dawn of a new era approaches

The Brotherhood Awakens. The mod team working on Rise of Apocalypse is proud to present a new Era. A new Dawn.

The Brotherhood awakens 2008. This is the Relaunch of the mod Rise of Apocalypse, a total conversion mod for Renegade which has been in development on and off for the past three years.

So with Pride. I present to you:

Naturally for this occasion we present new pics showing off the new art direction/style the mod will take:

As you can see, while maintaining the tiberian dawn look, we add a unique touch to it.

Here i would show you some ingame pics from some of our new maps, unfortunately it would seem i have surpassed the maximum amount of pictures allowed in a messege. When working properly (which isn't now) you should be able to see them here: http://cncbrotherhood.com/index.php?option=com_content&task=view&id=44&a mp;a mp;Itemid=59 Note that while we have changed the name of the mod, we still plan to keep and use our old assets. (Atleast the larger part of them)

Naturally we also have a new trailer to kickstart this relaunch ! http://www.moddb.com/mods/rise-of-apocalyp...iler-2#imagebox

We will also make you able to download it in the near future.

And 4 tracks uploaded last christmas has been updated with new versions as well as three brand new tracks created by Tetrad (who used to go by TQ) At this time i would also like to claim that he is to The Brotherhood (and previously roa) what Frank Klepacki was to the original cnc games. You can hear some of the new tracks by clicking the links below. For the other tracks be sure to head to http://www.moddb.com/mods/rise-of-apocalypse/videos

http://www.moddb.com/mods/rise-of-apocalyp...tricle#imagebox

http://www.moddb.com/mods/rise-of-apocalyp.../dogma#imagebox

http://www.moddb.com/mods/rise-of-apocalyp...-light#imagebox

On our new website http://cncbrotherhood.com/ we have an entire section devoted to developing the backstory of the mod. What has happened since the fall of Kane ? what is happening right now ? etc. You can access this "lore" or "Intel" at http://cncbrotherhood.com/index.php?option...1&Itemid=55 Be sure to read through it. It's quite interesting. There are even 4 sound clips, which can also be found in our video section on our moddb.

Well At the end, i would like to first thank you for having enough interest to read through this, and then afterwards present you with links to where you can find more material and info on the mod. Naturally you are very welcome to contact either me or any other mod member if you have any questions easiest way is either through moddb, or by my mail address jesps@hotmail.co.uk

We are currently looking for people who want's to help with the mod and we can use, almost anything. We want the mod to be partially made by pure user interest. For instance, if you've made a awesome map for renegade you would like to have included, we would be happy to look at it and if deemed of quality, throw it into the already pretty expensive selection of quality maps found in the mod
Our Moddb can be found here : http://www.moddb.com/mods/rise-of-apocalypse
Our new website can be found here : http://cncbrotherhood.com (note that it's still work in progress and that we are iroring out the bugs at this point. You are welcome to register and comment though
Our forum can be found here: http://www.multiplayerforums.com/index.php?showforum=141

With all that said, i guess there isn't much left but. Thank you for your time, and we hope to have you play and enjoy our total conversion mod in the very near future

Staude.

Subject: Re: The Brotherhood Awakens
Posted by _SSnipe_ on Sat, 13 Sep 2008 04:09:43 GMT
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can we download this yet?

Subject: Re: The Brotherhood Awakens
Posted by Staude on Sat, 13 Sep 2008 20:24:15 GMT
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Not yet no. RC1 should be coming in the very near future.

Subject: Re: The Brotherhood Awakens
Posted by Mauler on Tue, 16 Sep 2008 04:37:52 GMT
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Are those final skins?. Textures look a bit unrealistic everything looks like concrete, not flaming just wondering?.

Subject: Re: The Brotherhood Awakens
Posted by Staude on Tue, 16 Sep 2008 20:24:22 GMT
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Nothing is final. We wanted to get stuff moving though so we chose a design direction and rolled with it. These textures will (probably) mostly be used atleast for the first release. What happens afterwards.. i dunno.
It wouldn't be a problem if we had any real texture artists though. Unfortunately, we don't.

Subject: Re: The Brotherhood Awakens
Posted by Renardin6 on Mon, 29 Sep 2008 07:35:58 GMT
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Staude wrote on Tue, 16 September 2008 15:24Nothing is final. We wanted to get stuff moving though so we chose a design direction and rolled with it. These textures will (probably) mostly be used atleast for the first release. What happens afterwards.. i dunno.
It wouldn't be a problem if we had any real texture artists though. Unfortunately, we don't.

I can see that. And I doubt you find someone to work on a W3d mod (expecially Texture artist).

Subject: Re: The Brotherhood Awakens
Posted by Staude on Fri, 24 Oct 2008 15:19:49 GMT
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Renardin6 wrote on Mon, 29 September 2008 08:35Staude wrote on Tue, 16 September 2008 15:24Nothing is final. We wanted to get stuff moving though so we chose a design direction and rolled with it. These textures will (probably) mostly be used atleast for the first release. What happens afterwards.. i dunno.
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I can see that. And I doubt you find someone to work on a W3d mod (expecially Texture artist).

lol. Well.. That's pretty much how it is. So it's going to improve with me.