Subject: [map]A new Racing Map, Finished. Download now!
Posted by Anonymous on Fri, 31 Jan 2003 19:27:00 GMT
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OK, this is a part of what I wanted to work on, but school, once more is going to take too much time. It is a spin-off of the Ren Racing Project. However, I have made an alternative objective. It is meant for two players, and the first one to the building can buy a beacon and place it on the pedestal to win. Or, since I have it in a circular map, you can race around so many times before placing the beacon, or you can just flat out race many laps.
Pics:http://www.geocities.com/steggyd43/bankedcurves.htmlhttp://www.geocities.com/steggyd43/bigjump.htmlhttp://www.geocities.com/steggyd43/downthehill.htmlhttp://www.geocities.com/steggyd43/tunnelahead.htmlI call it Beacon Run, I believe, but I may change my mind. I need to run vis, and a few other things. The pics are from my test level; I should have the final map finished by tomorrow sometime.Here's the link:http://www.fileplanet.com/dl.aspx?/planetcnc/ammo/nova/c_c_beacon_run.zip <small>[February 02, 2003, 10:02: Message edited by: steggyd]</small>