Subject: New map - Wilderness DM - screenshots inside!
Posted by JRPereira on Tue, 22 Apr 2003 18:54:16 GMT
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I've finally gotten a chance to finish the wilderness map that I was working on. It's a deathmatch map I had begun when I was working on Colossus 2:Revisited. It has GDI and Nod fighting in a large open area with trees and some structures to hide in. There's a lot of weapon spawns as well providing you enable it in the server options (pretty much required to get the most fun out of the map). Also there are a couple of vehicles on the map, placed to make transportation easier and also in the hopes that it would make it harder to just snipe your way to victory. Tiberios also make their second appearance in this map (first in Colossus 2) - although in this version they're just a health/armor powerup, and don't give you the tiberium flechette rifle.

A bonus for server operators is that this new map is in .mix format, and therefore it can easily be included in the map rotation for most servers without being limited to maps contained within a mod package. Check out the below URL to download it:

http://cnc.unleashed.ws/?content=renegade/maps

If you find any major bugs in it, let me know. Also, if you can host a server for it and are willing to, please do.