
Subject: Competition winner gets \$10 from me.
Posted by [GrayWolf](#) on Wed, 06 Jun 2007 07:57:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is just for fun.

The competition is who can make the best map.

The catch is you have to do everything from scratch.

Rules

1. You can't use any of the stuff that is already in renegade (like buildings, characters, vehicles, textures, weapons, ect...)
2. All your textures need to be drawn in ms paint or any other similar program that allows you to draw. You can use photoshop or any other converter to convert the textures into .tga format if you want. Don't go find some free textures online or on Google, It will be pretty obvious and you'll be disqualified.
3. Gmax/Renx only please. Models must be made from scratch.
4. You can use already existing bones/animations if you would like.
5. For the first person hands you can use the ones already in the game if you would like.
6. You need 2 teams, at least 1 character per team, at least 1 building per team, at least 1 vehicle per team, there needs to be at least 1 weapon.
7. The map can be either .mix or .pkg
8. You can use sounds that are already in the games or you can make your own or download your own or whatever you'd like.
Same with music do whatever you want with music. Any song from anywhere.
9. You can use the strings/names already in the game or make your own.
10. 1 person per map. No teams or groups working together. This is a solo project.

If you have any questions about the rules or if you think I didn't cover something please feel free to ask.

The due date is Monday, June 11th.

After you complete the map email it to me at graywolf46310@msn.com

In the email include your name on the forms.

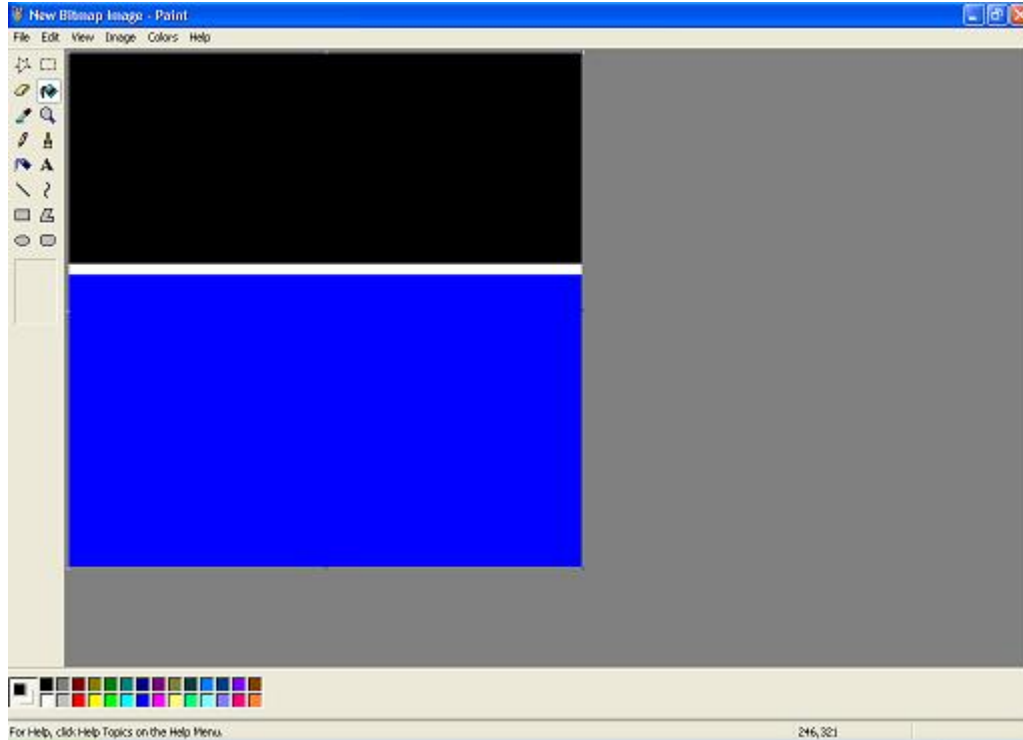
After the due date I will post all of the maps I received and we will vote on which one is best.

The winner will be receive \$10 through paypal.

Good luck to all who choose to participate.

File Attachments

1) [1.JPG](#), downloaded 412 times



2) [2.JPG](#), downloaded 419 times

