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Subject: C&C River Raid TS - Incoming

Posted by [Aircraftkiller](#) on Sat, 28 Jun 2003 17:36:07 GMT

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Yep... been stuck in the back of my head for a while now - I've wanted to redo River Raid for a very, very long time. The level itself is actually a year old, or even more so, now.

Everything you see in the level is created from the same meshes that River Raid used. No Repair Facility this time, just the Weapons Factory\Airstrip, Infantry Barracks\Hand of Nod, Power Plants (With the elevators attached.) and Tiberium Silos, which will give four credits per second.

As I previously said, all of the level was overhauled. The mountains were welded together and sculpted into real mountains, not just boxy planes.

You can see a remnant of the pointed mountain by the GDI base... Much more realistic now. Recon Bikes are likely going to be a part of this level. Waterfall was replaced with the river flowing through the mountain, instead.

The sand texture and the wet sand texture are made by me using digital photographs of the sand\wet sand at the beach across my street... Just so you know.

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