
Subject: Renegade Alert Level Design Contest
Posted by [Aircraftkiller](#) on Sun, 06 Jul 2003 01:36:14 GMT
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Well, it's getting on time for the community to start being more active in our modification.

Since we're about to release the new build of Renegade Alert, including the levels Zama, Forest of Illusion, and Ridge War - the level design team felt it necessary to hold a contest for everyone.

The contest?

Myself and SomeRhino are organizing a level design contest for Renegade Alert. If you're able to create levels, go for it! Grab your copy of gMax and fire it up, then get those ideas put into reality!

The prize?

If your level is picked, not **only** does it make it into Renegade Alert as an official level, you also become a part of the level design team and I'll help you learn how to create levels with us!

So, get those levels going! To submit your level for review, give us a 800x600 picture of it in *.jpg format and the level itself in *.gmax format. You may e-mail your submissions to these two e-mail addresses:

aircraftkiller@staff.starchat.net
aircraftkiller@cncgames.com

A few design tips:

I'm not looking for levels that resemble Renegade. Make them more like a modern game, with realistic terrain and lots of foliage.

Make them as original as possible. Keep the ideas grounded in reality.

Overall, keep the "Red Alert feel" to the levels you make.

You don't have to put structures in it. Just show us that you can create some kick-ass terrain.
