Subject: C&C_Nodewar :: WIP
Posted by zunnie on Tue, 06 Mar 2012 05:28:37 GMT

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VIDEO: http://www.youtube.com/watch?v=2NXGUyva2Ug

C&C_Nodewar : Domination Map
http://www.ultraaow.com

Welcome to Nodewar
This is a Domination map designed by Mauler and me It will run on the UltraAOW server very soon.
You can capture the Control Nodes by repairing them. When your team has captured a Node they will get
one 'capture point' per second.
A vehicle will spawn on the Spawnpad when you capture the Control Node to defend it.
The Control Node will change animation and coloring depending on the team that owns it (or neutral blue).
This map has 4 Control Nodes. The more Control Nodes your team owns, the faster you will win the game.
Buildings cannot be destroyed on this map as the purpose is to capture the Control Nodes.
Map will be up for download very soon and be run on the UltraAOW server.

The Control Nodes and Vehicle Spawnpad designs are from CnC3. Although the ANIMATIONS and ICONS were done by Mauler.

Greetz zunnie