

## BUILD YOUR OWN BOT!

Hello All,

A new fun-based map for C&C Renegade is well on its way to being completed soon. However, its missing the most important things... The Robots!

As you can tell from the subject of this thread you've probably gathered what this is all about.

This map will be released in different versions. The first version will be released in time for the next 3 Hour AOW presented by Warrior Nation and will just have robots(GDI) vs robots(Nod) style gameplay.

Versions after this will have pretty much the same format, however with more Arena features, bots, house robots & theme.

Who can take part in this?

ANYBODY! You don't need 3D Design skills, though it does help.

You can submit your robot design in what ever format you feel is best for you:

- 3DS Max model
- GMax Model
- A hand-drawn concept.
- A 2D Graphic Design Tool Software (submit as JPG, GIF or PNG).

### Design

All submitted robots must have the following characteristics:

Weaponary (Maximum of 2):

- Saw
- Chain Saw
- Flame (limited ammo)
- Spikes
- Axe
- Hammer
- Spinning Disc
- Mace
- Drill

Please note robots with a Flipper or Crushing Razor will not be in the first version, but can still be submitted.

### Body

- Wedge (though cannot be driven onto like a ramp, yet)
- Box
- Cone
- Other (If it looks good, its fine)

### Style

Must be stylish as possible from looking really silly (comic-ful) to looking really mean and tough!

Armour (This is a perfect balance of strength + speed. Materials probably not accurate to the S/S numbers, reference only.)

This is scored on a scale between 1 - 10.

10 = Strongest/Fastest

1 = Weakest/Slowest

- Plastic (Strength(1), Speed(10))
- Wood (Strength(3), Speed( 8 ))
- Aluminium (Strength(4), Speed(7))
- Carbon Fibre (Strength(5), Speed(6))
- Copper (Strength(6), Speed(5))
- Stainless Steel (Strength( 8 ), Speed(3))
- Titanium (Strength(10), Speed(1))

Wheels

- Standard Rubber Wheels (2 or 4 or 6)
- Tracks
- Legs/Feet

Name

You can name it any thing you like, so long as it doesn't contain swearing or sexual references (Its a bitch ain't it?)

The bot and designer will be credited in the Readme.

References:

The following links contain references to existing robots made by other people. They are only to be used as ideas for your own and not to be totally copied as they may have copyright against them.

- [http://www.battlebots.com/meet\\_the\\_robots3/meet\\_search.asp?p=0](http://www.battlebots.com/meet_the_robots3/meet_search.asp?p=0)
- [http://www.robotwars.ecs.soton.ac.uk/file/house\\_robots.html](http://www.robotwars.ecs.soton.ac.uk/file/house_robots.html)
- <http://www.teamhurtz.com/>
- <http://www.teamtornado.co.uk/gallery.htm>
- <http://www.robotcombat.com/therobots.html>

Submission Format:

Robot Name:

Designer:

Armour:

Wheels (type and total):

Weaponary:-

(1)

(2)

Link to 3D Model / Screenshots / Concept:

If you create yours in max/gmax, you may add the wheel bones to it and test it ingame, however on submission I do not require the LevelEdit settings, just the model.

Don't think theres anything else to say except for, HAPPY DESIGNING!

Oh, and if you're wondering what the Arena looks like, take a look at this video I did about a month ago:

<http://www.youtube.com/watch?v=bH0DbzpEWpo>

Good Luck,

Andy / WNxCABAL.

---