
Subject: C&C_Duel_Arena v1.1

Posted by [Halo38](#) on Wed, 27 Aug 2003 18:59:51 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1188088877> <-- spawn tubes

<http://www.n00bstories.com/image.fetch.php?id=1329104020> <-- working target range

<http://www.n00bstories.com/image.fetch.php?id=1000134823> <-- arena view from spectators area

<http://www.n00bstories.com/image.fetch.php?id=1068212744> <-- water feature & host box

<http://www.n00bstories.com/image.fetch.php?id=1315778717> <-- power up pedestals, advert banners, and those 20 extra characters as used in Temple_DM.

The duelling system (no host)

<http://www.n00bstories.com/image.fetch.php?id=1189858089> <-- Timed C4 placed in the center of the arena, upon detanation.... you duel

The duelling system (with host)

<http://www.n00bstories.com/image.fetch.php?id=1248907832> <-- Remote C4 is thrown from the host's box to the center of the arena, which, when detonated starts the duel (speeding up the duelling system)

Obvious rules:-

1. Only the specified number of people in the arena at any one time.
2. DON'T use the purchase terminals during the duel.
3. End of the day the Host decides.

Suggestions for Host:-

1. Only talks in CAPS so everyone knows who the guy in charge is.
2. Vary the matches 1v1, 2v2, GDI Vs Nod, Snipers only (you get the idea).
3. Renegade auto complete could help you with the above (announcing matches)
4. Always be Nod, so you can spot any SBH trickery.

Suggestions for Combatant:-

1. Don't be a dick

Thanks to :-

MonkeyPhonic for optimising the target animation, Cheers Mate!

Taximes for the blank PT Icons.

Banner Artists:-

Renmaps - C4 Kitty

N00bstories - T-2100 and ImTruSniper

Dante's Mod Exchange - Matt Mailman

Tiberios - Justin Perein

WW2: Warpath - Genocide

Eclipse Games - Sone

Snipefrag.tk - Snipefrag (also tester)

The unknown banner artists

Testers carb0nkid & day

And the many Duellers i met on WOL that inspired me to make this mod/map

Download here --> <http://www.laeubi.de/halo38/?cat=maps>
