
Subject: [Map] C&C_TheCanyon
Posted by [zunnie](#) on Tue, 13 Nov 2012 11:34:56 GMT
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Ever since 4.0 came out, Blazea58's wanted to create some C&C mode maps. He decided he would create a small infantry map, somewhat like C&C_Sand or C&C_Gobi, though one that has more than two direct entrances into the bases. Editor map Setup and Scripting work was done by zunnie.

This map has four ways into the bases, and two spots for snipers to perch from as well, overlooking each base. The bases are only separated by a thin mountain, and a tunnel which you can use to quickly get there. Then there is two large paths around the outside of the bases, and an underground tunnel which goes directly into each base.

There are Cannon- and GunEmplacements available in base. The base tunnels are protected by Ceiling Guns and the main base area by three Gun Towers. There is one Nod Buggy and one GDI Hummvee on the map.

The Tiberium Silo's grant \$5 every 3 seconds. They take 3 Timed C4's to be destroyed and you can repair them back to full health again after which they team to the team that repaired it and grant them money again. The Tiberium Silo's do not count as an actual building and it is not required to destroy them to win the game. The Buggy and Hummvee can have 1 driver and 2 passengers.

Known Issues: The Tiberium Silo's will not be killed by beacons due to an engine limitation and the way they are setup.

Greetz Blazea58 & zunnie
