
Subject: C&C_Crevasse Official Release
Posted by [Aircraftkiller](#) on Tue, 27 Sep 2011 00:48:42 GMT
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It's finished and ready to go. Hope everyone enjoys. If there's any game-breaking problems, let me know, otherwise it should be a fun frag-fest.

<http://www.3dholmes.com/downloads/Renegade/Crevasse.rar>

Theatre: Secret Nod temple

Description: This is one of the last unfinished Renegade levels. It was meant to be Capture the Flag, originally, but the game doesn't support that mode. I've made a lot of aesthetic changes, light mapped the Hand of Nod interior and the level itself, and have added fiery torches to light your way across this barren desert moonscape. There are some changes to be aware of:

Grenadier, and Rocket Soldiers/Gunners fire a triple burst alt-fire.

Flamethrower does extra damage at a shorter range as an alt-fire.

Enjoy!

Subject: Re: C&C_Crevasse Official Release
Posted by [NACHO-ARG](#) on Tue, 27 Sep 2011 01:56:51 GMT
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nice, i think it will be a very fun map to play, the only thing i disagree are the underground levels.

Subject: Re: C&C_Crevasse Official Release
Posted by [Aircraftkiller](#) on Tue, 27 Sep 2011 03:50:40 GMT
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We just had some big games on St0rm - lots of action. Very adrenaline-packed. Haven't had this much fun in a long while!

Subject: Re: C&C_Crevasse Official Release
Posted by [Mikeybalz](#) on Tue, 27 Sep 2011 05:38:12 GMT
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Aircraftkiller wrote on Mon, 26 September 2011 23:50 We just had some big games on St0rm - lots of action. Very adrenaline-packed. Haven't had this much fun in a long while!
Deff was some good games, i liked the idea of the map. Good work, keep it up !

Subject: Re: C&C_Crevasse Official Release
Posted by [Goztow](#) on Tue, 27 Sep 2011 06:39:14 GMT
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Maybe some screenshots?

Subject: Re: C&C_Crevasse Official Release
Posted by [rutk](#) on Tue, 27 Sep 2011 08:34:40 GMT
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Aircraftkiller wrote on Mon, 26 September 2011 20:50We just had some big games on St0rm - lots of action. Very adrenaline-packed. Haven't had this much fun in a long while!

agreed!

thx for the map!

Subject: Re: C&C_Crevasse Official Release
Posted by [Gohax](#) on Tue, 27 Sep 2011 14:38:13 GMT
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Map was awesome. With the character upgrades from Fjords, it balanced out the map a little bit more. Had a lot of fun playing it.

Subject: Re: C&C_Crevasse Official Release
Posted by [Caveman](#) on Tue, 27 Sep 2011 14:39:30 GMT
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Goztow wrote on Tue, 27 September 2011 07:39Maybe some screenshots?

Subject: Re: C&C_Crevasse Official Release
Posted by [TankClash](#) on Tue, 27 Sep 2011 17:24:14 GMT
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It was fun, I wants to play more.

Subject: Re: C&C_Crevasse Official Release
Posted by [Tupolev TU-95 Bear](#) on Tue, 27 Sep 2011 21:12:19 GMT

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Didn't you say there was another unfinished renegade map, C&C_Noddingham.mix to be precised?

Subject: Re: C&C_Crevasse Official Release
Posted by [iRANian](#) on Tue, 27 Sep 2011 21:13:29 GMT
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He did.

Subject: Re: C&C_Crevasse Official Release
Posted by [Aircraftkiller](#) on Tue, 27 Sep 2011 22:37:54 GMT
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Subject: Re: C&C_Crevasse Official Release
Posted by [GEORGE ZIMMER](#) on Wed, 28 Sep 2011 00:17:58 GMT
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I've always had a thing for desert-themed maps. Nice work.

Also, wasn't there another planned map called C&C_Lava or something? The name's somewhere in LE.

Subject: Re: C&C_Crevasse Official Release
Posted by [Aircraftkiller](#) on Wed, 28 Sep 2011 01:08:24 GMT
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My best guess is that Lava is Volcano. The only other level that I haven't released yet is Noddingham, which I will eventually finish. Might start working on it soon.

Subject: Re: C&C_Crevasse Official Release

Posted by [liquidv2](#) on Wed, 28 Sep 2011 02:43:12 GMT

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iran hinted at a certain Glacier_Flaying map

i had a thought that modified your original plan - have it instead be like a race

each player at the start is given their own respective glacier they must flay in order to move it
the faster they flay their glacier the faster it will move and the sooner it will cross the finish line

@%#^ you big jakas

Subject: Re: C&C_Crevasse Official Release

Posted by [crazfulla](#) on Fri, 30 Sep 2011 10:51:56 GMT

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liquidv2 wrote on Tue, 27 September 2011 19:43iran hinted at a certain Glacier_Flaying map

i had a thought that modified your original plan - have it instead be like a race

each player at the start is given their own respective glacier they must flay in order to move it
the faster they flay their glacier the faster it will move and the sooner it will cross the finish line

@%#^ you big jakas

You need to flay your chest hair

Subject: Re: C&C_Crevasse Official Release

Posted by [iRANian](#) on Fri, 30 Sep 2011 10:57:44 GMT

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*arm hair

Subject: Re: C&C_Crevasse Official Release

Posted by [crazfulla](#) on Fri, 30 Sep 2011 11:02:46 GMT

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iRANian wrote on Fri, 30 September 2011 03:57*arm hair

No, when it comes to his arms its the veins you gotta watch out for.
