
Subject: [Map] C&C_TheCanyon
Posted by [zunnie](#) on Tue, 13 Nov 2012 11:34:56 GMT
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[CLICK HERE] to download the map TheCanyon manually
[CLICK HERE] for the map official webpage.

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

Subject: Re: [Map] C&C_TheCanyon
Posted by [Blazea58](#) on Tue, 13 Nov 2012 11:38:18 GMT
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Good to see you made an official topic for the release of the map, you summed up quite well, what the map involves, plus you quoted me in the first paragraph

And thanks again for taking the time to do last few things it needed, before it could be released.

Subject: Re: [Map] C&C_TheCanyon
Posted by [Sean](#) on Tue, 13 Nov 2012 13:20:26 GMT
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Good job, looks good.

Subject: Re: [Map] C&C_TheCanyon
Posted by [iRANian](#) on Tue, 27 Nov 2012 02:18:04 GMT
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This is one of the worst infantry only maps I've ever played. There's a REALLY small tunnel thru the middle and two sides with really rocky terrain and more hills on it than Fjords. Humvees and Buggies spawn and both bases have lots of defenses. It's an unplayable mess.

Subject: Re: [Map] C&C_TheCanyon
Posted by [Dev*](#) on Tue, 27 Nov 2012 03:28:15 GMT
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iRANian wrote on Mon, 26 November 2012 19:18 This is one of the worst infantry only maps I've ever played. There's a REALLY small tunnel thru the middle and two sides with really rocky terrain and more hills on it than Fjords. Humvees and Buggies spawn and both bases have lots of defenses. It's an unplayable mess.

I agree. From what I see in the pictures.. This map is all infantry and overuse of guard towers. I wouldn't call this map unplayable but a difficult and long game for both sides.

Subject: Re: [Map] C&C_TheCanyon
Posted by [iRANian](#) on Tue, 27 Nov 2012 09:58:31 GMT
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You should download it and play it for a bit, you'll see what I'm talking about.

Subject: Re: [Map] C&C_TheCanyon
Posted by [Blazea58](#) on Sat, 01 Dec 2012 16:32:56 GMT
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iRANian wrote on Mon, 26 November 2012 21:18 This is one of the worst infantry only maps I've ever played. There's a REALLY small tunnel thru the middle and two sides with really rocky terrain and more hills on it than Fjords. Humvees and Buggies spawn and both bases have lots of defenses. It's an unplayable mess.

I guess my intentions of making a small map with many ways into the bases is a bad thing for

players like yourself who only snipe anyways lol. Sure you don't like those puny guard towers, but you're lucky there's no Obelisk or any advanced defences.

This map was designed for more than 4 players, and even without it's easy enough to avoid the defences and get into the bases, especially considering you have a vehicle each.

To call this an unplayable mess is an overstatement, If it had no defences, given it has 4 ways in, the map would go fairly quickly online. I personally like long games, as with many others as the evidence suggests. (most players play marathon)

Subject: Re: [Map] C&C_TheCanyon
Posted by [roszek](#) on Sun, 02 Dec 2012 04:51:25 GMT
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I think the map is fun.

Subject: Re: [Map] C&C_TheCanyon
Posted by [ehhh](#) on Tue, 04 Dec 2012 13:39:10 GMT
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if its a dm with guard towers, that's terrible.

Subject: Re: [Map] C&C_TheCanyon
Posted by [iRANian](#) on Fri, 07 Dec 2012 23:21:14 GMT
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it has guard towers lol and vehicles spawn, the tunnel in the middle is like 5 meters tall and has ceiling guns on top lol, anthrax telling me on irc it's impossible to hit nod buildings hahaha

Subject: Re: [Map] C&C_TheCanyon
Posted by [Generalcamo](#) on Fri, 07 Dec 2012 23:35:09 GMT
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Some things on it are not the best. For example, the vehicles are sometimes hard to drive, and the Gun/Cannon Emplacements should be switched to make them more useful, but it is a good map. A map where you either need to use skills, other than snipers, or teamwork. Even with guard towers shooting at you, if you had a hotwire team with you, you can get a lot more done.

Subject: Re: [Map] C&C_TheCanyon
Posted by [Blazea58](#) on Sat, 08 Dec 2012 16:01:53 GMT
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iRANian wrote on Fri, 07 December 2012 18:21 it has guard towers lol and vehicles spawn, the tunnel in the middle is like 5 meters tall and has ceiling guns on top lol, anthrax telling me on irc it's impossible to hit nod buildings hahaha

Oh no it has Guard towers, that makes it impossible i know!!!!!!

The tunnel is 5 metres tall really? Maybe you have bad eyes, because that is only 3 metres tall. Yes it has ceiling guns, you ever used a C4 before to kill something?

Anthax says its impossible, so that means you haven't even tried it, and your basing all of this on others experiences with it?

It is far from "impossible" to hit buildings, I can kill the entire enemy base on lan without any problems, so i don't really know what you're problem is with it.

Each to their own, i don't make my maps for snipers, sorry.

Subject: Re: [Map] C&C_TheCanyon
Posted by [iRANian](#) on Sat, 08 Dec 2012 17:50:57 GMT
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mad

Subject: Re: [Map] C&C_TheCanyon
Posted by [zunnie](#) on Sat, 08 Dec 2012 17:52:42 GMT
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The map plays nice.

Subject: Re: [Map] C&C_TheCanyon
Posted by [ehhh](#) on Sat, 08 Dec 2012 18:16:38 GMT
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on lan

LOL

Subject: Re: [Map] C&C_TheCanyon
Posted by [zunnie](#) on Sat, 08 Dec 2012 20:43:43 GMT
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Negative. I've played numerous games on this map now and really liked it.

And many must agree because it were games of 20-30+ and not many people seemed to leave when it came by.
