
Subject: C&C_WinterlaneDM

Posted by [Vitaminous](#) on Thu, 24 Jul 2003 05:26:53 GMT

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Well, after thinking alot of times about it, I've decided to get my bored mind on Renegade Mapping.

So, here I start with an heightfield deathmatch type map which will be released tomorrow evening EST.

Situation: Canadian Rockies (British-Colombia) on a former lake with a little frozen water.

Time: 4:35 A.M

Mix of Assault type map and Deathmatch map

Main GDI objectives:

- 1.Get higher score.
- 2.Get to plant a beacon on the Nod Pedestral.

Note: GDI as less vehicles, but more easier ways to win.

Main Nod objectives:

- 1.Not let GDI get in the camp.
- 2.Get higher score.

Note: Nod as base deffenses and vehicles but less ways to win.

Status: 2nd beta.

And finally I'm giving you this little teaser! (I've sliced everything around because I don't want you to see what I'm doing;))

<http://www.n00bstories.com/image.fetch.php?id=1065810043>

Subject: C&C_WinterlaneDM

Posted by [bigwig992](#) on Thu, 24 Jul 2003 21:08:31 GMT

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Nice, keep up the good work.

Subject: C&C_WinterlaneDM

Posted by [Vitaminous](#) on Thu, 24 Jul 2003 21:59:15 GMT

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thanks for helping me around too
