
Subject: C&C Mars Additional Images
Posted by [Aircraftkiller](#) on Wed, 13 Aug 2003 19:10:59 GMT
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Carved out the Valles Marineris in the Mars level... Otherwise known as huge canyons.

Both bases are complete.

The Nod base by the smaller of the two canyons.

The GDI base, by the largest canyon.

There is no physical boundary that prevents you from falling to your doom. So don't drive off or jump off. You will regret it.

Subject: C&C Mars Additional Images
Posted by [General Havoc](#) on Wed, 13 Aug 2003 19:18:03 GMT
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Looks great. Are there going to be any boundary such as mountains between the bases because currently it looks like you could get a mobile arty or MRLS and camp doing base to base. It makes a change to have the different building in the bases too.

Subject: C&C Mars Additional Images
Posted by [Delta Xvii](#) on Wed, 13 Aug 2003 19:28:56 GMT
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This map reminds me alot like that of River Raid. Wait a tick, oh ACK come on man, no flying vehicles? Oh well then, I guess this map will have alot of fast paced action with little time to think about strategy and more to think about reactions. I like it! (except there is no flying vehicles)

Or will there be flying vehicles?

Subject: C&C Mars Additional Images
Posted by [John Shaft Jr.](#) on Wed, 13 Aug 2003 19:29:06 GMT
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That looks very good. I'll love to play that map.

Subject: C&C Mars Additional Images
Posted by [Vitaminous](#) on Wed, 13 Aug 2003 19:29:21 GMT
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It's true, both base look so close.

Subject: C&C Mars Additional Images
Posted by [Aircraftkiller](#) on Wed, 13 Aug 2003 19:31:06 GMT
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Did anyone even look at the first image? Each base is about 15 base lengths away from one another. You'd have to take a spin past all the snipers and tanks to camp with MRLS or Artillery.

Subject: C&C Mars Additional Images
Posted by [Infinint](#) on Wed, 13 Aug 2003 19:33:55 GMT
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looks good... where are all the rocks?

Subject: C&C Mars Additional Images
Posted by [Aircraftkiller](#) on Wed, 13 Aug 2003 19:39:48 GMT
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...anyhow.

Subject: C&C Mars Additional Images
Posted by [Vitaminous](#) on Wed, 13 Aug 2003 19:43:39 GMT
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oh yeah, by the way, lol, the Module looks like a advanced child playground somehow

Subject: C&C Mars Additional Images
Posted by [Wild1](#) on Wed, 13 Aug 2003 19:44:21 GMT
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This should be really fun. I agree though, there should be flying vehicles.

Subject: C&C Mars Additional Images
Posted by [Aircraftkiller](#) on Wed, 13 Aug 2003 19:46:02 GMT

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Why? So some pussyass Havoc can kill your Orca\Apache from across the level without you being able to do anything about it? Sorry, I refuse to do flying levels at this point in time.

Subject: C&C Mars Additional Images
Posted by [Vitaminous](#) on Wed, 13 Aug 2003 19:46:35 GMT
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HELLO! How can they fly without a terran-like atmosphere?!

The only place it really makes sense is on lunar landing, since they are in a sort of oxygen tent.

Edit: Oh, if it's about that ACK, why don't you do like YSLMuffins in Volcano_Flying and adapt vehicles?

Subject: C&C Mars Additional Images
Posted by [spreegem](#) on Wed, 13 Aug 2003 19:54:08 GMT
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Aprimeoh yeah, by the way, lol, the Module looks like a advanced child playground somehow

I was gonna say that. It looks wierd.

Subject: C&C Mars Additional Images
Posted by [-Tech-](#) on Wed, 13 Aug 2003 19:55:44 GMT
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I've seen it's possible to replace/add vehicles in some maps - perhaps it's possible to eliminate the Ramjet snipers from certain maps? I would sure love it if all Flying maps out there had no Ramjet snipers.

As for the standard snipers - well perhaps their damage against light vehicles could be reduced somewhat.

Subject: C&C Mars Additional Images
Posted by [boma57](#) on Wed, 13 Aug 2003 20:02:47 GMT
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AircraftkillerDid anyone even look at the first image? Each base is about 15 base lengths away from one another. You'd have to take a spin past all the snipers and tanks to camp with MRLS or Artillery.

Uh...correct me if I'm wrong, but if you're referring to this image, it looks like you could only fit one and a half (at most) bases inbetween the two...

Subject: C&C Mars Additional Images
Posted by [maytridy](#) on Wed, 13 Aug 2003 20:10:45 GMT
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Looks cool!

You should add like a crashed UFO or maybe a crashed space shuttle!

Quote:Uh...correct me if I'm wrong, but if you're referring to this image, it looks like you could only fit one and a half (at most) bases inbetween the two...

I agree.

Subject: C&C Mars Additional Images
Posted by [Skier222](#) on Wed, 13 Aug 2003 20:12:32 GMT
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me 3

Subject: C&C Mars Additional Images
Posted by [Bearxor](#) on Wed, 13 Aug 2003 20:16:06 GMT
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It looks rather boring for a AOW map. At this point it seems more like a sniper map than anything else.

Great idea and all, it just needs to have some more stuff in it. Perhaps youu could move the bases down into the canyons, provide access to the top for vehicles and create some kind of intricate tunnel system in between the bases.

Subject: C&C Mars Additional Images
Posted by [maytridy](#) on Wed, 13 Aug 2003 20:19:31 GMT
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Quote:It looks rather boring for a AOW map.

I'm tellin ya, a crashed UFO or a crashed space shuttle would really spice things up!

Subject: C&C Mars Additional Images
Posted by [Krazyfoxx](#) on Wed, 13 Aug 2003 20:30:40 GMT
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Looks good. I like the concept.

Subject: C&C Mars Additional Images
Posted by [Aircraftkiller](#) on Wed, 13 Aug 2003 20:32:55 GMT
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BearxorIt looks rather boring for a AOW map. At this point it seems more like a sniper map than anything else.

Great idea and all, it just needs to have some more stuff in it. Perhaps you could move the bases down into the canyons, provide access to the top for vehicles and create some kind of intricate tunnel system in between the bases.

How can it be boring? There is only a limited amount of cash, underground mines (I can't believe no one spotted the mine entrances, ala Total Recall), plus side routes and lots of depressions.

The bases are a good deal away from one another. You're seeing things in an orthographic view instead of a true perspective so it makes everything look nearly the same size, hence why the bases aren't looking like they should.

You have to venture into the middle of the level before you can see the other base.

Subject: C&C Mars Additional Images
Posted by [Delta Xvii](#) on Wed, 13 Aug 2003 20:51:03 GMT
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Ok so its a no-go on the flying then. At least the map will be pretty big.

(btw is there an urban AOW map?)

Subject: C&C Mars Additional Images
Posted by [Vitaminous](#) on Wed, 13 Aug 2003 21:15:32 GMT
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Aircraftkiller

How can it be boring? There is only a limited amount of cash, underground mines (I can't believe no one spotted the mine entrances, ala Total Recall), plus side routes and lots of depressions.

huh..I saw it...

Subject: C&C Mars Additional Images
Posted by [Skier222](#) on Thu, 14 Aug 2003 00:49:35 GMT
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uhh u must be seeing thing Aprime i c no tunnels.

ur proly just agreeing with him so u can suck up to him, for some reason :rolleyes: :rolleyes:

Subject: C&C Mars Additional Images
Posted by [Wild1](#) on Thu, 14 Aug 2003 01:17:01 GMT
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There are tunnels there.
Hint: Look by the Nod base.

Subject: C&C Mars Additional Images
Posted by [Vitaminous](#) on Thu, 14 Aug 2003 01:53:31 GMT
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Skier222uhh u must be seeing thing Aprime i c no tunnels.

ur proly just agreeing with him so u can suck up to him, for some reason :rolleyes: :rolleyes:

Hey! What's that thing next to the Hand of Nod? Hey! It looks like a tunnel thing doesn't it?

Moron.

Subject: C&C Mars Additional Images
Posted by [warranto](#) on Thu, 14 Aug 2003 01:57:47 GMT
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LOL Way to go Aprime!

Gotta love people who run their mouths...

Subject: C&C Mars Additional Images

Posted by [Aircraftkiller](#) on Thu, 14 Aug 2003 02:07:59 GMT

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Skier222uhh u must be seeing thing Aprime i c no tunnels.

ur proolly just agreeing with him so u can suck up to him, for some reason :rolleyes: :rolleyes:

Take head from ass, then shut up. Thank you.

Subject: C&C Mars Additional Images

Posted by [bigwig992](#) on Thu, 14 Aug 2003 02:21:00 GMT

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AircraftkillerSkier222uhh u must be seeing thing Aprime i c no tunnels.

ur proolly just agreeing with him so u can suck up to him, for some reason :rolleyes: :rolleyes:

Take head from ass, then shut up. Thank you.

Is that possible?

shudders

Subject: C&C Mars Additional Images

Posted by [PsY](#) on Thu, 14 Aug 2003 03:12:22 GMT

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ACK Will you beef up the HP of the TibSilos? They are usually weak (in most maps). And why are there no power plants? I think a power plant is essential to have a Communications Centre...think about it...no power, for a big assed radar centre....kinda needs the powerplant to seem right.

Subject: C&C Mars Additional Images

Posted by [Aircraftkiller](#) on Thu, 14 Aug 2003 03:44:23 GMT

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No on both counts.

Tiberium Silos have no interior. They have to be weak to be able to be destroyed by basic soldiers in the event of a stalemate occurring.

Power Plants are not necessary.

Subject: C&C Mars Additional Images
Posted by [Wild1](#) on Thu, 14 Aug 2003 03:46:41 GMT
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Will we see APP's on later maps? At least grant us this.

Subject: C&C Mars Additional Images
Posted by [General Havoc](#) on Thu, 14 Aug 2003 14:04:32 GMT
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Some solar panels ay be good then if there are no power plants. They don't have to be a building just a model so it looks as if the base is being powered by something.

Subject: C&C Mars Additional Images
Posted by [Neo](#) on Thu, 14 Aug 2003 14:35:03 GMT
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Kewl Ack, I love the look of it. Can't wait to play it.

However, I agree with the idea of adding a crashed UFO, or some sort of space shuttle. It wouldn't have to be in the middle, maybe just one off to the side or something.

Subject: C&C Mars Additional Images
Posted by [Infinint](#) on Thu, 14 Aug 2003 14:42:30 GMT
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maybe you should add one of the path finder rovers to it, and thay would just move around on random way points and stuff

Subject: C&C Mars Additional Images
Posted by [Aircraftkiller](#) on Thu, 14 Aug 2003 15:03:13 GMT
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NeoKewl Ack, I love the look of it. Can't wait to play it.

However, I agree with the idea of adding a crashed UFO, or some sort of space shuttle. It wouldn't have to be in the middle, maybe just one off to the side or something.

There's no sense in having that... there's a nice asthetic surprise you'll find, though.

Subject: C&C Mars Additional Images
Posted by [Neo](#) on Thu, 14 Aug 2003 16:55:40 GMT
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Subject: C&C Mars Additional Images
Posted by [U927](#) on Thu, 14 Aug 2003 17:12:32 GMT
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AircraftkillerNeoKewl Ack, I love the look of it. Can't wait to play it.

However, I agree with the idea of adding a crashed UFO, or some sort of space shuttle. It wouldn't have to be in the middle, maybe just one off to the side or something.

There's no sense in having that... there's a nice asthetic surprise you'll find, though.

Perhaps a Martian city underground? Hmmm.... I wonder.

Subject: C&C Mars Additional Images
Posted by [Jaspah](#) on Thu, 14 Aug 2003 17:57:55 GMT
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:

Lets push n00bs down the cliff!

Subject: C&C Mars Additional Images
Posted by [maytridy](#) on Thu, 14 Aug 2003 18:20:30 GMT
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Quote:uhh u must be seeing thing Aprime i c no tunnels.

ur proly just agreeing with him so u can suck up to him, for some reason

That was probably the dumbest thing you have ever said.

Quote:Lets push n00bs down the cliff!

LOL!

Subject: C&C Mars Additional Images
Posted by [Wild1](#) on Thu, 14 Aug 2003 20:53:28 GMT
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Take a Mammy and run in to their tank. I guarantee it will move.
Flying vehicles would have benn useful in the canyons, but oh well.
