
Subject: Conquest Winter Released!

Posted by [SomeRhino](#) on Thu, 03 Apr 2003 03:32:53 GMT

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<http://mods.cncrenegade.com/somerrhino/CWinter.zip> (4.6 MB)

Images:

<http://www.n00bstories.com/image.gallery.php?folder=97>

Conquest Winter Readme

Author: SomeRhino

Setting:

Deep within the snow-covered mountains flourishes a new type of Tiberium; a species which contains double the amount of value when compared to common green Tiberium. It is apparent that blue Tiberium only grows where heat doesn't breakdown it's components. Both Nod and GDI desire to harvest the crystals.

Description:

Conquest Winter is a larger map with mountain passes, tunnels, caves, a frozen waterfall, a cottage, trees, bunkers, climbable mountains, blue tiberium, and much more. New buildings include the Communication Centers and the Repair Bays. With 5 months in the making, it is my most elaborate map yet.

The map has been optimized with vis culling rendering to bring the best performance possible.

Conquest Winter is FDS Compliant; it cycles with maps without crashing.

As far as I know, there are no known bugs except for the Nod Repair Bay disappearing from certain angles. This is apparently a vis error. I tried numerous times to fix it, but the error did not show up in Level Edit, so I couldn't. Just imagine that it's Nod's test on their stealth generator prototype...

If you do find any serious flaws, email them to me, and I may consider releasing an updated version.

Special thanks go out to:

Westwood Studios

Bumpaneer: Custom PTs and MCTs

AircraftKiller: Environment mapping tutorial and various suggestions

The dedicated beta testers: Adnecles1*, Aprime1, BigWig992, Diotle**, Imdgr8one, Majjin Vegeta aka DethMadx9, MeXadiaz, Sk8rRIMuk, SS3Vegito, Titan1x77, Triforce, and Yano7. Adnecles gets the asterisk award for most bugs reported. Doitle gets the double asterisk award for being forgotten as a beta tester in the readme.

I hope you have as much fun playing this map as I did making it. If not, then there's something seriously wrong with you...

-SomeRhino
SomeRhino@juno.com

Questions/Comments?
Email me.

Subject: Conquest Winter Released!
Posted by [bigwig992](#) on Thu, 03 Apr 2003 03:37:05 GMT
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This is by far the best map I've ever played. I suggest EVERYONE gets it, and gives it a go, it's INCREDIBLY good.

Subject: Conquest Winter Released!
Posted by [Vegito](#) on Thu, 03 Apr 2003 09:29:25 GMT
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Yep this maps Ownz.

Subject: Conquest Winter Released!
Posted by [Titan1x77](#) on Thu, 03 Apr 2003 16:12:21 GMT
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good map...did you send it to msgtpain from the pits?

I'd like to see this at renmaps so it will get hosted on the best server out there that happens to support fan maps!!

Subject: Conquest Winter Released!
Posted by [Sk8rRIMuk](#) on Thu, 03 Apr 2003 16:30:53 GMT
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I tested this map and it was the best map I have ever played...

This map OwnZ...

Go get it now or shall your enjoyment suffer forever....

Check out the cave it is stunning.

-Sk8rRIMuk

Subject: Conquest Winter Released!

Posted by [Deafwasp](#) on Thu, 03 Apr 2003 16:31:44 GMT

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Actually. I was considering giving up on map making for renegade. Until I played this map, and it reminded me of why I am making maps.

by the way, how do i get into the tibrium cave/pool area? I couldent find a way to it.

Subject: Conquest Winter Released!

Posted by [SomeRhino](#) on Thu, 03 Apr 2003 17:19:25 GMT

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You'll have to do some ice breaking.

Subject: Conquest Winter Released!

Posted by [Deafwasp](#) on Thu, 03 Apr 2003 17:45:45 GMT

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I dont know what that means yet but i think I love you somerhino.

Subject: Conquest Winter Released!

Posted by [Majiin Vegeta](#) on Thu, 03 Apr 2003 18:23:27 GMT

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i tested it..its a great map

glad i could test it

i will get our server hosting it if possible

Subject: Conquest Winter Released!

Posted by [Blazer](#) on Thu, 03 Apr 2003 18:26:01 GMT

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Using the repair bays, do you get the glitch that glacier has where the "arc" is at coordinates 0,0,0

and copies of all the mines go there?

I suppose one way around that glitch is to just make sure 0,0,0 is inside of a mountain or something

Subject: Conquest Winter Released!

Posted by [SomeRhino](#) on Thu, 03 Apr 2003 18:40:41 GMT

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Nope, I'm using my own repair bays.

Subject: Conquest Winter Released!

Posted by [Deafwasp](#) on Thu, 03 Apr 2003 20:31:46 GMT

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IMHO, Rhino's are the best repair bays I have seen.

Subject: Conquest Winter Released!

Posted by [General Havoc](#) on Thu, 03 Apr 2003 21:12:19 GMT

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Yeah I agree they are good repair bays. Do they have the problem that conquest island had though? If you shoot it with a rocket based weapon you get something like 200 points per hit?

I would say it was the armour.ini but conquest island was a MIX format so I would have guessed it would have been the repair bays controller with some weird settings or some side effects.

Nice map though, can't wait to get this on a 32 player server and see the tactics people develop. I like the frozen water idea, it's different from any other maps i have seen. Good Job

_General Havoc

Subject: Conquest Winter Released!

Posted by [Deafwasp](#) on Thu, 03 Apr 2003 21:52:13 GMT

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I think SomeRhino and Ack are the best mappers around. I would like to add my name to that list but I am not ready.

Subject: Conquest Winter Released!

Posted by [SomeRhino](#) on Thu, 03 Apr 2003 23:09:54 GMT

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General HavocDo they have the problem that conquest island had though? If you shoot it with a rocket based weapon you get something like 200 points per hit?

No, I made sure not to include this error again. The repair bay is worth less damage points than most buildings now.

Subject: Conquest Winter Released!

Posted by [Fabian](#) on Thu, 03 Apr 2003 23:37:18 GMT

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this map is sooo good! i want to cry!

Subject: Conquest Winter Released!

Posted by [Predator](#) on Thu, 03 Apr 2003 23:51:52 GMT

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1 key thing comes to mind walking and in this level....SNIPER WARS....(actually anything that doesn't include tanks....actually just no base kill it is an awesome map i wanna LIVE ther) and also, it takes approx. 24 timed c4's with ff on to kill nod comm center (i got bored)..... :twisted:

Subject: Conquest Winter Released!

Posted by [Hellweed](#) on Fri, 04 Apr 2003 00:03:04 GMT

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Nice work!

Subject: Conquest Winter Released!

Posted by [SomeRhino](#) on Fri, 04 Apr 2003 00:56:14 GMT

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BlazerUsing the repair bays, do you get the glitch that glacier has where the "arc" is at coordinates 0,0,0 and copies of all the mines go there?

I suppose one way around that glitch is to just make sure 0,0,0 is inside of a mountain or something

I was wrong, ACK informed me it was the building controller rather than the aggregate. Mines go through the ground, unfortunately. They still stick to building interiors, however, so it shouldn't cause too many problems.

Subject: Conquest Winter Released!

Posted by [AvroAero](#) on Fri, 04 Apr 2003 12:37:50 GMT

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Very nice SomeRhino, i really like the ice cavern, nicely detailed!

Subject: Conquest Winter Released!

Posted by [Doitle](#) on Fri, 04 Apr 2003 12:48:40 GMT

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Wooo Double Asterisk award!

I hope we start seeing some servers hosting this map as it is the coolest. I can't wait to try it 16 V 16 on a 32 persona server.

Subject: Conquest Winter Released!

Posted by [StoneRook](#) on Fri, 04 Apr 2003 13:26:57 GMT

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Excellent map - i like the hidden area - great work inside the cave....

keep em coming...

Subject: Conquest Winter Released!

Posted by [General Havoc](#) on Fri, 04 Apr 2003 13:30:04 GMT

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Yup excellent work. Send it to <http://www.renmaps.com> because thats an excellent map site and it's easy to find the maps you need. Also I like the rating system they have there.

_General Havoc

Subject: Conquest Winter Released!

Posted by [exnyte](#) on Fri, 04 Apr 2003 19:13:49 GMT

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SomeRhinoMines go through the ground, unfortunately. They still stick to building interiors, however, so it shouldn't cause too many problems.

I've played several times, throwing mines inside buildings and on the ground, and have yet to

have one go through the ground.

Subject: Conquest Winter Released!

Posted by [bigwig992](#) on Fri, 04 Apr 2003 20:47:09 GMT

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I just played a 3v3 on it, it was one of the best games I've ever played. I can't wait to see it with 20+ players.

Subject: Conquest Winter Released!

Posted by [Titan1x77](#) on Sat, 05 Apr 2003 00:09:21 GMT

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i sent it to renbattle...hope thats not a problem.

It's in the rotation for the weekend at the pits
