

---

Subject: lights on vehicle (conquest winter)

Posted by [bigwig992](#) on Fri, 18 Apr 2003 00:01:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerBut why? Did you totally ignore what I said about the feedback from players?

Don't blindly love something. It doesn't work that way.

Well, I posted that earlier when I didnt have much time, but heres the small explanation. First of all, I love the atmosphere (yes i know, its acouple simple settings, and even I could do it in 30 seconds, but it really gives in the little extra something).

First of all, I love the road going up and above the waterfall, it gives complete veiw of the rest of the field, so you can look out and warn of incoming rushes, and fire at other vehicles from the top. That little tunnel on the GDI side is awesome too, I love driving through it, espeicly when theres a stealth tank sitting in there, it makes an interesting battle.

Of COURSE I love the cave, even though the reflection effect was simply done, it really makes it stand out. I love running down the dark tunnel and "into the light". Heh, most of the time, you can just wait behind the cave tiberium, then ambush stunned player while they look at the cave.

The darkness, and the terrain make for an excellant sniping map. Outside the Nod base, there is a big "bump" near the tree, you can take cover behind that, and easily eliminate Nod infantry pouring out of their base. On the GDI side there's smaller bumps, but if you crouch, you can use them to your advantage. You can always hide behind the cabin, if you start to get shot at, just move around the building and shoot from the other side. The broken bridge on the iced over river makes an excellant sniping spot too, the wood covers you from the enemy on the waterfall and ridge. Hugging the walls next to the waterfall is an awesome spot to pick off people heading across the open field. The waterfall and the high ridge next it, are the highest parts of the map, and is a really good place to pick anyone off. There's the 2 bunkers on either side of the map, and behind the GDI one, you can clime the cliff and hide in the shadows, probley one of the best spots to be.

Anyway, thats my 2 cents, but I admit, one of hte reasons I love it so much, is because SomeRhino made it, and he's helped me learn all about modding for a long time, so of course I support his map.

---