
Subject: Conquest Winter Released!

Posted by [SomeRhino](#) on Thu, 03 Apr 2003 03:31:39 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. Diotle gets the double asterisk award for being forgotten as a beta tester in the readme file.

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 [Yano](#) on Thu, 03 Apr 2003 03:35:19 GMT
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yay

Subject: Conquest Winter Released!
Posted by [ApocXS](#) on Thu, 03 Apr 2003 03:46:48 GMT
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good map just played it for about a hour. i like it better than conquest islands.. only thing i found out was there is a visual bug in tib field... but its not a major bug so just thought id tell you but very well done..

Subject: Conquest Winter Released!
Posted by [exnyte](#) on Thu, 03 Apr 2003 04:57:41 GMT
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Took a look at your map. I like the size of it, and the fact that it's dark makes it even more fun. Very well thought out, and you can tell you put a lot of work into it. Job well done.

majikent

Subject: Conquest Winter Released!
Posted by [LTKirovy](#) on Thu, 03 Apr 2003 14:53:10 GMT
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FUck forgot to download it last night

Subject: Conquest Winter Released!
Posted by [SomeRhino](#) on Thu, 03 Apr 2003 22:42:41 GMT

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ApocXSgood map just played it for about a hour. i like it better than conquest islands.. only thing i found out was there is a visual bug in tib field... but its not a major bug so just thought id tell you but very well done..

Must be a vis error. Nothing to worry about though, since people should be able to see you from other sectors on the map.

Subject: Conquest Winter Released!
Posted by [Archcasp](#) on Thu, 03 Apr 2003 23:48:33 GMT
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very good map, i dled and it kicks major ass =)

Subject: Conquest Winter Released!
Posted by [Creed3020](#) on Fri, 04 Apr 2003 01:36:03 GMT
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Looks wicked can;t wait to play it

87% done
