
Subject: Conquest Winter Released!

Posted by [SomeRhino](#) on Thu, 03 Apr 2003 03:31:39 GMT

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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
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Questions/Comments?
Email me.
