

This is just for fun.

The competition is who can make the best map.

The catch is you have to do everything from scratch.

Rules

1. You can't use any of the stuff that is already in renegade (like buildings, characters, vehicles, textures, weapons, ect...)
2. All your textures need to be drawn in ms paint or any other similar program that allows you to draw. You can use photoshop or any other converter to convert the textures into .tga format if you want. Don't go find some free textures online or on Google, It will be pretty obvious and you'll be disqualified.
3. Gmax/Renx only please. Models must be made from scratch.
4. You can use already existing bones/animations if you would like.
5. For the first person hands you can use the ones already in the game if you would like.
6. You need 2 teams, at least 1 character per team, at least 1 building per team, at least 1 vehicle per team, there needs to be at least 1 weapon.
7. The map can be either .mix or .pkg
8. You can use sounds that are already in the games or you can make your own or download your own or whatever you'd like.
Same with music do whatever you want with music. Any song from anywhere.
9. You can use the strings/names already in the game or make your own.
10. 1 person per map. No teams or groups working together. This is a solo project.

If you have any questions about the rules or if you think I didn't cover something please feel free to ask.

The due date is Monday, June 11th.

After you complete the map email it to me at graywolf46310@msn.com

In the email include your name on the forms.

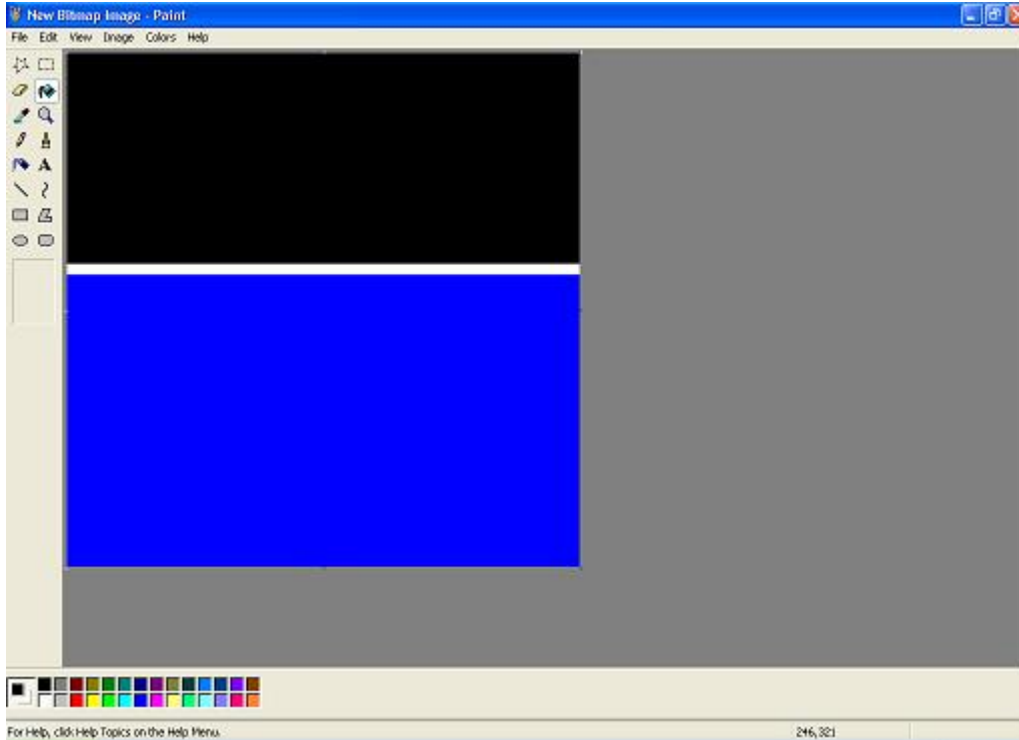
After the due date I will post all of the maps I received and we will vote on which one is best.

The winner will be receive \$10 through paypal.

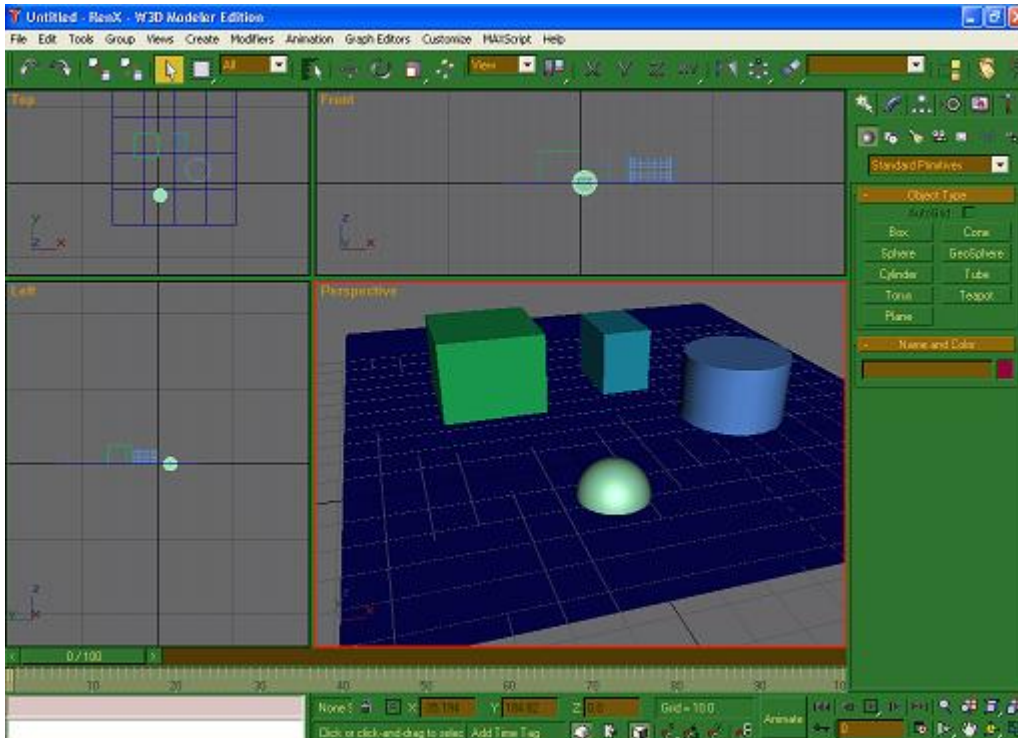
Good luck to all who choose to participate.

File Attachments

1) [1.JPG](#), downloaded 766 times



2) [2.JPG](#), downloaded 777 times



Subject: Re: Competition winner gets \$10 from me.
Posted by [GrayWolf](#) on Wed, 06 Jun 2007 09:26:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

If your interested in participating please leave a message here.

Also why is it that sometimes I can edit my post and sometimes the edit button is gone?

Subject: Re: Competition winner gets \$10 from me.
Posted by [TSS888](#) on Wed, 06 Jun 2007 11:20:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

About the edit buttong thing, I think there is a time limit, after which, the edit button will be gone.

Subject: Re: Competition winner gets \$10 from me.
Posted by [CarrierII](#) on Wed, 06 Jun 2007 12:15:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

TSS888 wrote on Wed, 06 June 2007 06:20About the edit buttong thing, I think there is a time limit, after which, the edit button will be gone.

This is true, and the time limit is 30 minutes.

Subject: Re: Competition winner gets \$10 from me.
Posted by [Zion](#) on Wed, 06 Jun 2007 15:04:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

£5 for a 100% from scratch map?! That's to little for what you're asking for in my opinion.

Subject: Re: Competition winner gets \$10 from me.
Posted by [Sn1per74*](#) on Wed, 06 Jun 2007 15:20:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

\$10 could get me about.... 1/5 tank of gas! Just throwin this out there maybe you should have an entrance fee for a couple bucks or so and then the winner gets all the money. This way you could enter too.

Subject: Re: Competition winner gets \$10 from me.
Posted by [GrayWolf](#) on Wed, 06 Jun 2007 16:54:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well I just thought it would be fun to do something like this. It's challenging and you really get a chance to be creative.

It's only \$10 because I'm the one who's paying, and I don't have a lot of money right now.

The entrance money sounds like a good idea but I don't know how many people would go for that.

What do people think a bout an entrance fee? I could make it something like \$3-4 and with a few people the prize would be like \$30-\$35 or maybe even more. I'll still be putting in my \$10.

If no one wants to participate then I guess I'll still do it and I'll keep my \$10 and buy my 5th of gas. lol

Subject: Re: Competition winner gets \$10 from me.
Posted by [BlueThen](#) on Wed, 06 Jun 2007 17:00:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why not have a few bets like in a dog race? Every person puts in a map and bets a little money, then it all could add up to possibly a lot. Maybe a fixed entree fee I suppose.

Subject: Re: Competition winner gets \$10 from me.
Posted by [GrayWolf](#) on Wed, 06 Jun 2007 20:25:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awww just forget it. I thought it might be more popular than this.

I started making my map and it really looks like shit the characters and buildings and tanks all look like they came out of a shitty playstation1 or n64 game. Just forget it.

Subject: Re: Competition winner gets \$10 from me.
Posted by [Sn1per74*](#) on Wed, 06 Jun 2007 20:50:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

COMON! It's only been half of a day give it a bit more time. Plus this is gonna bring about some cool maps.

Subject: Re: Competition winner gets \$10 from me.
Posted by [futura83](#) on Wed, 06 Jun 2007 21:15:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

using absolutely no assests that westwood has provided would take a long time to get anything good together:

people would have to:

- Create structures
- Create vehicles
- Create characters
- create weapons
- create aload of textures
- create a hell of alot of sounds

Actually, using ABSOLUTELY 0 assets from westwood and they'd have to do a shit load of coding too...but then...i know you are allowing them to use the engine

Nonetheless though, they'd essentially be creating their own full conversion mod, which, like i said, takes alot of time...

Subject: Re: Competition winner gets \$10 from me.
Posted by [Sn1per74*](#) on Wed, 06 Jun 2007 22:07:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Then maybe scrap all the rules and just build a map and whoever has the best/most fun map wins.

Subject: Re: Competition winner gets \$10 from me.
Posted by [GrayWolf](#) on Wed, 06 Jun 2007 22:12:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah maybe.... I might do that with a few rules... but I want to get this topic deleted than so I can start a better one lol

Subject: Re: Competition winner gets \$10 from me.
Posted by [Zion](#) on Wed, 06 Jun 2007 23:05:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just let it die. Within a few hours joe will take up half the page with one question like always.

If so, i'd throw in my stunt park deluxe map that was the first map i made, and the first general piece of proper modelling i done 2-3 years ago. That's IF i find it, i think OWA has it.

It's a fun map, has some optical illusions in it and a battle arena at the bottom. Jumps in there too.

Subject: Re: Competition winner gets \$10 from me.
Posted by [OWA](#) on Wed, 06 Jun 2007 23:41:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Merovingian wrote on Thu, 07 June 2007 00:05Just let it die. Within a few hours joe will take up half the page with one question like always.

If so, i'd throw in my stunt park deluxe map that was the first map i made, and the first general piece of proper modelling i done 2-3 years ago. That's IF i find it, i think OWA has it.

It's a fun map, has some optical illusions in it and a battle arena at the bottom. Jumps in there too. I'll see if I can find it.....

Edit: Yes I have it ^_^ Be thankful that I don't delete things in 'My Recieved Files'

Subject: Re: Competition winner gets \$10 from me.
Posted by [Cpo64](#) on Fri, 08 Jun 2007 08:34:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Interesting concept... however...

Characters/vehicles/weapons from scratch? Thats completely outside of most peoples abilities.

And are we talking about \$10 US? The US dollar is shits right now! lol

Subject: Re: Competition winner gets \$10 from me.
Posted by [Sn1per74*](#) on Fri, 08 Jun 2007 14:12:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

I say you keep it goin! Scrap the rules and just say it needs to be a map. That's all. But if somebody does add more stuff then that would give their map a boost over the other person's map in winning the prize. I'm working on a DM map with my friends right now, so I'll join. \$10 is gonna be mine! I can buy 3 meals from Taco Bell!

Subject: Re: Competition winner gets \$10 from me.
Posted by [JeepRubi](#) on Fri, 08 Jun 2007 20:09:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can convert one of my maps for reborn to renegade for \$10

Subject: Re: Competition winner gets \$10 from me.
Posted by [Oblivion165](#) on Fri, 08 Jun 2007 20:21:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://mods.moddb.com/7811/turok-rage-wars/>

I never did upload the fix for the server crash, but meh.

Subject: Re: Competition winner gets \$10 from me.
Posted by [GrayWolf](#) on Fri, 08 Jun 2007 21:57:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Fri, 08 June 2007 15:21<http://mods.moddb.com/7811/turok-rage-wars/>

I never did upload the fix for the server crash, but meh.

Very cool.
