
Subject: [MAP]C&C_ForestofIllusionTS

Posted by [Generalcamo](#) on Sun, 25 Nov 2012 05:41:59 GMT

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So, in late 2011, I was looking at some files in the A Path Beyond source files release from 2005. And I came across the source files to the .993 version of Forest of Illusion. So I turned it into a C&C Renegade map, and put it on st0rm, then st0rm died. Now I added some more changes, and brought it back from the dead and here we are now.

Story

So Kane wanted the Tacitus. A sorceress had it. Kane tried to get the Tacitus, he failed, the Sorceress got angry, and teleported his best troops into an enchanted forest. But her spell also transported GDI's best troops on accident. So now both factions are fighting, as they can't decide on who is living where. So that is the story I wrote in 3 minutes.

Info:

The Music is Fire & Ice from Chicajo, just like the .993 map.

The spawners are placed in random locations, you might not spawn in your barracks. Don't worry, I didn't place them in trees, I think.

No crates (I don't want server's crazy mods to get into this map) but weapons spawners exist.

Screenies

Where am I?

What is this?

Look's like I am not alone...

Who is going to go to a church in the middle of a forest?

Original Map Copyright Jonathan "AircraftKiller" Holmes
Remade by Generalcamo

Download: http://www.2shared.com/file/7i2Eh0Fb/Forest_of_Illusion_TS.html

I wanted to upload it to the forums, but filesize limits restricted me. Custom models and whatnot are in the Mix, so it is a little big, about 8 MB.

Subject: Re: [MAP]C&C_ForestofIllusionTS

Posted by [sla.ro\(master\)](#) on Sun, 25 Nov 2012 10:39:50 GMT

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nice map

I think i will host it in Mutant Co-Op (will have bots of course)

Subject: Re: [MAP]C&C_ForestofIllusionTS
Posted by [Generalcamo](#) on Sun, 25 Nov 2012 15:58:41 GMT
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Subject: Re: [MAP]C&C_ForestofIllusionTS
Posted by [Dev*](#) on Tue, 27 Nov 2012 02:00:19 GMT
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Map looks huge. But pretty nice.

Subject: Re: [MAP]C&C_ForestofIllusionTS
Posted by [Generalcamo](#) on Tue, 27 Nov 2012 20:23:54 GMT
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It's pretty straightforward though. And all of the map is used unlike other big maps.
