

Tiberian Perdition

A C&C3: Kane's Wrath Map Pack



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A Command & Conquer 3 Kane's Wrath Map Pack



Picture 1: ... and then there was Tiberium all over the place.

Version 1.0, released 12^h of April 2009

Installation

In this archive there resides a folder called "Maps". From there copy the directories of the individual maps you wish to play (e.g "Downhill_Run") into your C&C3 map directory:

- On Windows XP you will find it generally at "C:\Documents and Settings\[your name]\Application Data\Command & Conquer 3 Kane's Wrath\Maps"
- On Windows Vista that is usually "C:\User\[your name]\AppData\Roaming\Command & Conquer 3 Kane's Wrath\Maps"

Sometimes the directory is somewhere else on the hard drive or hidden. In that case simply enter "%AppData%" into the address bar of any explorer window. There you will find the folder "Command & Conquer 3 Kane's Wrath ".

Please notice: You might have to run the game once from your Windows profile and choose a player name in order for C&C to create the folders.

Introduction

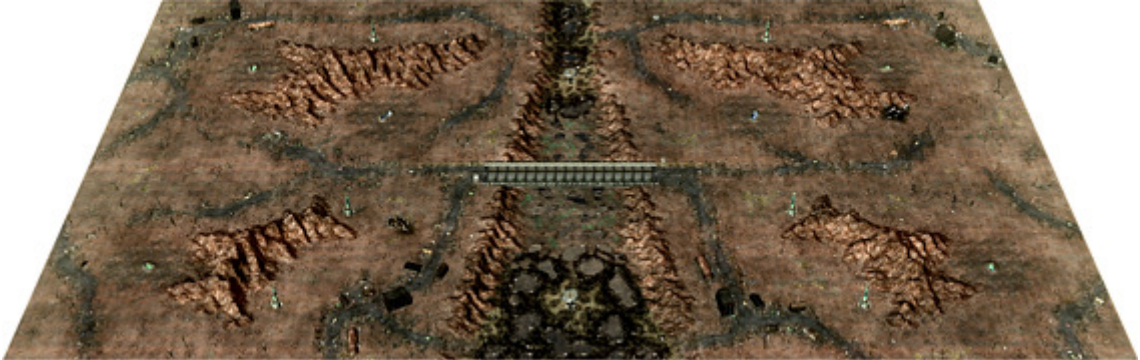
It's time I put all my work into one single map pack. My first release dates back 18 months now and six maps have been released by me since then. I've noticed, that a lot of my maps are played, but not always the most recent version. So this is one big pack of well tested maps for newcomers and a convenient update for the many players who have supported me from the start. Many thanks for that.

One word to the pro gamers: This map pack is for you, too! No fancy scripts, no unbalanced content, no one dimensional layouts. These maps are build with the intend to challenge the original ones from EA and to be played in a competitive environment.

Contents

This Map Pack consists of the following seven multiplayer/skirmish maps:

- **Valley of Tears:** It's so sad, you want to cry? Get lost in this post apocalyptic nightmare. Inspired by Fallout 3 this is a unique 1vs1 map for some epic duels.



- **Beachhead II:** The remake of my award winning map: Crysis meets C&C! This 6-player multiplayer map features a tropical island. Very versatile, medium paced, asymmetrical and completely reloaded.



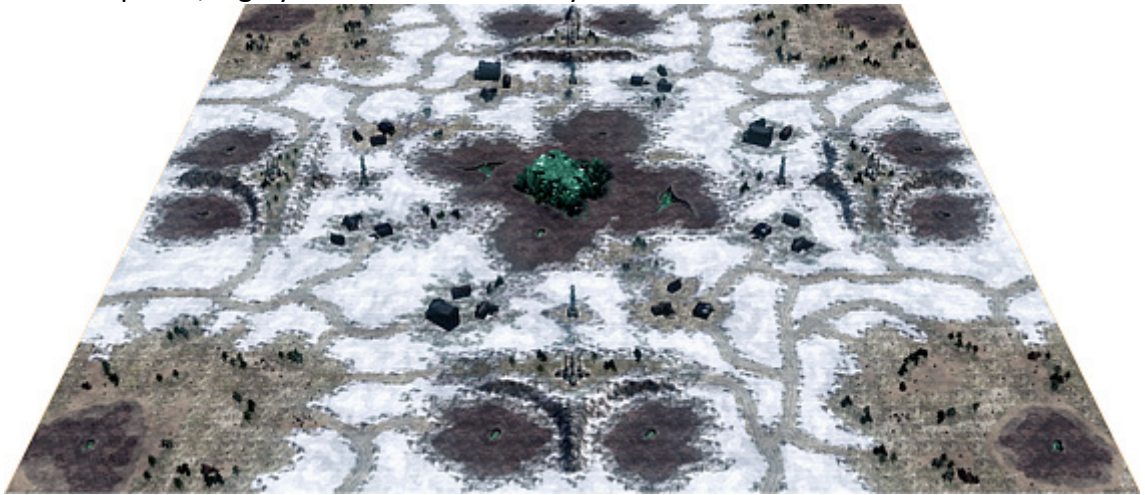
- **Uphill Struggle:** The one and only 2vs4 map to take that "Unfair Advantage" experience to the next level, stuffed with tons of eye candy. A monumental map that took hundreds of hours of work from start to finish. Kings of the Hill, unite!



- **Fields of Isis (1.3):** Ever wanted to play that legendary piece from Supreme Commander in Command & Conquer 3? Now you can!



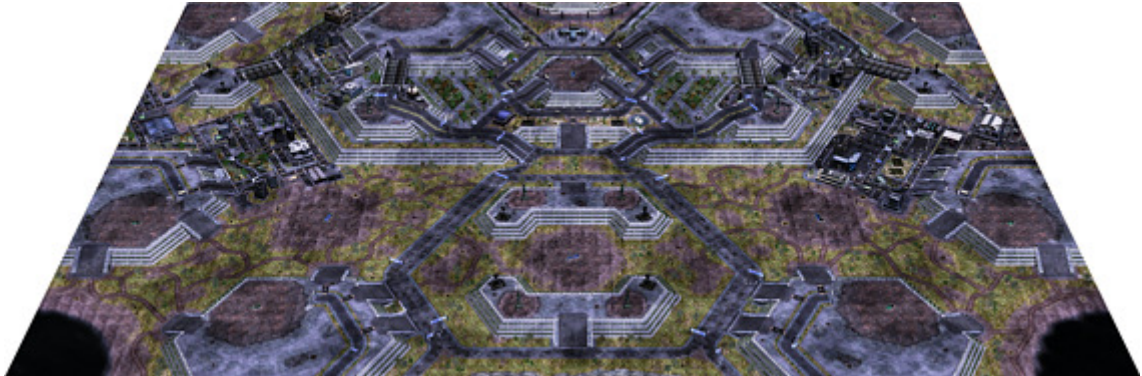
- **Tournament Shaft:** You want more Kane's Wrath exclusive ice maps? Take this: 2vs2, medium paced, highly tactical and massively cool!



- **Oasis Endgame (1.2):** The 3vs3 boredom stops now! Let's face it, the additional 3vs3 maps from Kane's Wrath just are no fun after a while. So here comes a new one; fast paced, totally original and depth tested.



- **Downhill Run:** One Blue Zone is not enough? Then devastate this one, too. The Uphill Struggle got a complete overhaul and now it's 3vs3 in a German Blue Zone.



Individual Maps

Valley of Tears



Picture 2: Valley of Tears mini map



Picture 3: Welcome to the Capital Wasteland! I'm Three Dog and you are listening to GNR...

When I compiled this map pack, I realized that there is not a single 1vs1 map I had done in all these months. So I grabbed my WB and started doodling mountains and cliffs. I always wanted to experiment with a new environment that looked completely fresh and weird. So I thought about a dying river, nothing more than a series of shallow puddles. And I had that

vision of Tiberium crawling through that desolated river bed. The design of the rest of the map is heavily influenced by Bethesda's Fallout 3, an excellent game by the way.

So here it is, my first 1vs1. I think I did not do a 1vs1 so far as there is not much room left to explore something new in terms of layout and strategies. I tried to make this one as interesting as humanly possible, but feel free to mail comments and suggestions for improvement.

Beachhead II



Picture 4: Beachhead II mini map



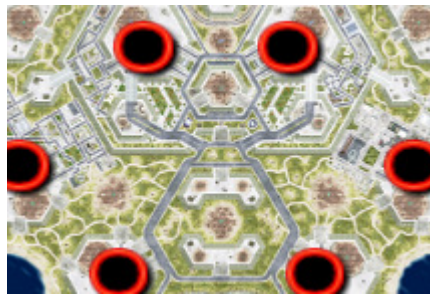
Picture 5: A sunny vista from "Beachhead"

It's a 6-player map that can be played either 2vs2vs2 or 3vs3. While playing Crysis I realized that Command & Conquer 3 had a lot of stuff reminiscent of the eye candy shooter. So I thought it would be cool to recreate part of the game by creating a single player mission in C&C3 by giving the player just a GDI Commando to wreak havoc.

Unlike “Uphill Struggle” with this one I didn’t plan anything in advance. So I started doodling with World Builder and soon I realized that what I had drawn could easily be turned into a fun six player multi-purpose asymmetrical multiplayer map. The rough cut took just a day, finishing and adding details another two. That was a drastic change from the months of work spend on the six player opus “Uphill Struggle” and felt quite liberating. The original idea was dropped in the process, but of course it is still out there...

After it got released, Beachhead became very popular. It’s map of October 2008 on www.cnc-inside.de and a high rated file on other sites as well. So I decided it needed an extensive overhaul to reach the level of detail present in my other maps. That took some time but I like the result very much.

Uphill Struggle



Picture 6: Uphill Struggle mini map



Picture 7: No, this wont stay this pristine for long.

The map came from a Teamspeak discussion on unsymmetrical balanced maps. The credit for thinking of a 2vs4 map goes to wartek. Layout and the blue zone setup were my idea.

It features more than 4000 (four thousand!!) road pieces, more than 5500 (five thousand five hundred!!) trees, houses, cars, road signs, fences, garbage, garbage cans and 24000000

(twentyfour million!!!) square feet of hand textured and blended terrain. The map took six weeks from start to finish and demonstrates a lot of what I think is good mapping practice and the things I've learned from creating the map "Fields of Isis" as well as the original maps especially those by Greg Black.

Fields of Isis



Picture 8: Fields of Isis mini map



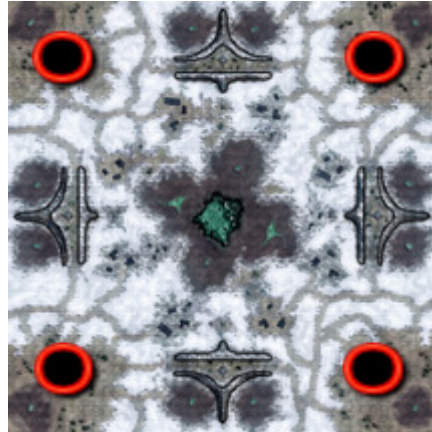
Picture 9: A violent exchange of fire over a Blue Tiberium field

This map is a port of the 2vs2 "Fields of Isis"-map that is bundled with the strategy game "Supreme Commander". The map is quite popular by casual players as it features a simple team play layout. The original version is also quite hated among advanced gamers because it is somewhat simplistic and invites turtling.

To prevent that from happening in this C&C version I decided to thin out the resources at the main bases and to force expansion to the center of the map. I also flattened the terrain for easier building as the original map can be quite unnerving at times in terms of finding a suitable spot for your large structures. So SupCom players will have to adapt to a different kind of pace as C&C players will think of new ways to overcome almost impassable defenses.

The first versions of the map had a real problem with building, as the terrain from Supreme Commander would be too rough for C&C3. Now in version 1.3 the problem has been greatly alleviated.

Tournament Shaft



Picture 10: Tournament Shaft mini map



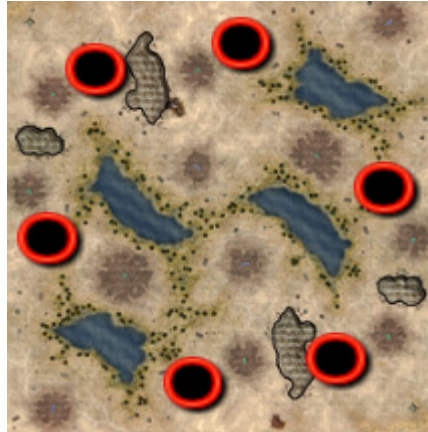
Picture 11: That's what CnC looks like in winter wonder land.

As a reaction to my map "Fields of Isis" I got bashed by some people because it was not original and was only ported to but not exclusive to Kane's Wrath. So I realized that there was a need for maps, that use the new Kane's Wrath assets to great extend.

So I quickly devised what I thought would be a great tournament map for 4 players featuring an arctic setting.

I personally have some intense memories from matches on this map. It forces players to spread their forces thin in the beginning and brings them together in the end at the shaft where the last resources can be harvested.

Oasis Endgame



Picture 12: Oasis Endgame mini map



Picture 13: Crawling is quite a temptation on "Oasis Endgame"

This is another Kane's Wrath exclusive map. It came from my desire to play more versatile 3vs3 maps than the new ones that shipped with the Kane's Wrath expansion. Like the "Beachhead" Map this one did not take much time compared to what I usually do. Because this one looked more finished and stylish than the original "Beachhead" map I decided to do a beautification pass on "Beachhead".

The main inspiration for "Oasis Endgame" has been "Unsound Investment" which is a really fun map in 2vs2. I tried to abstract from the fun elements of that map to create something

with the same feel for 3vs3. In fact “Oasis Endgame” came out to feel faster paced than the original “Unsound Investment” and has a nice open and challenging feel to it.

Downhill Run



Picture 14: Downhill Run mini map



Picture 15: The quiet before the storm.

This is obviously a remix of “Uphill Struggle”, the map I’ve spend more time with than all others combined. Real life has taught me, that the 2vs4 concept is not easily grasped by most players. I’ve witnessed, that Uphill Struggle is more often played like 3vs3 then 2vs4 (glad it is played at all). Finally the 1.01 Patch for Kane’s Wrath totally messed up the balance of the map and I wont be able to fix the new issues created by the enlarged build radii for the next 20 years or so.

That’s why I totally revamped the old lady for 3vs3 style game play. To give the map a right to stand out on her own, I retextured it and exchanged a gross of the buildings to match the (almost never seen) German theme set. So this one is not as shiny as the US blue zones, instead it has that special worn out, misty, cranky character. I hope you enjoy it nevertheless!

This one too was once map of the month (November 2008) at <http://www.cncinside.de>.

Comments

I've been a C&C3 mapper for more than a year now. It has been the most rewarding experience and I'm happy to have met such excellent people that really push the limits of what this game can be. Right now I dedicate most of my time to the mod "The Forgotten" as mapper and scripter thus learning something new again on a daily basis.

Check us out at <http://www.cnclabs.com/>.

You can contact me at captain[at]startrek-journey[dot]de.

For basic mapping advise and tutorial videos please visit <http://www.vimeo.com/groups/worldbuilder>.

Important Notice regarding Red Alert 3

One last word concerning Red Alert 3, because I was asked by some people when I would publish maps for that game. So the answer is: Sorry, that won't happen any day soon.

I have joined the boycott and urge everyone to do the same. I will not pay more than 5 bucks (if any) for a game that requires activation by a company server in order to function. If I buy a game I demand to have full unrestricted access to it in a private fashion. Period. So no maps, no mods, no nothing from me regarding C&C: RA3.

Mail complaints to our community manager: apoc@ea.com

Changelog

- Nothing yet

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