Tiberian
Perdition
A C&C3: Kane's Wrath Map Pack

Tiberian Perdition

A Command & Conquer 3 Kane's Wrath Map Pack

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

Version 2.0, released 2nd of June 2009
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.

Multiplayer Trobleshooting

If you experience an error playing these maps in multiplayer (most prominently "out of sync"), this is an indication not all players have the most recent version of this map pack installed. Deleting the maps from everyone but the host (and thus re-submitting them via the game's own map transmitting functionality) should fix 99% of all problems.

Introduction

When the map pack started back in April, I had no idea how well it would be receipted. As of May 31st, the Tiberian Perdition Map Pack is the winner of map contests held by cnchq.de and cnc-core.de.

#1 Kane's Wrath player vOddy said to me about the map pack: *"The tournament maps should become official 1v1 AND 2v2 ranked maps. We need more maps damn it -.-"*
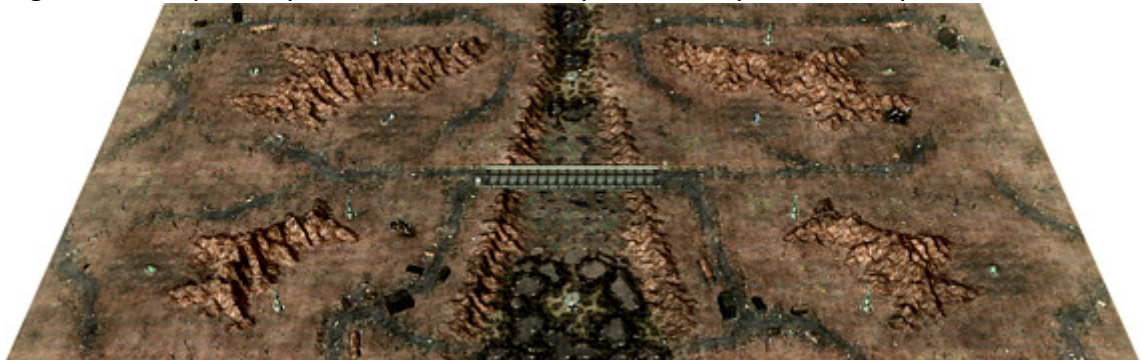
So here they come. I found another excellent mapper by the name of Baryonyx, who has agreed to share his work with me for this map pack. He revamped his already brilliant maps with some nice effects. We want to continue creating the highest quality map pack possible. No fancy scripts, no unbalanced content, 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.
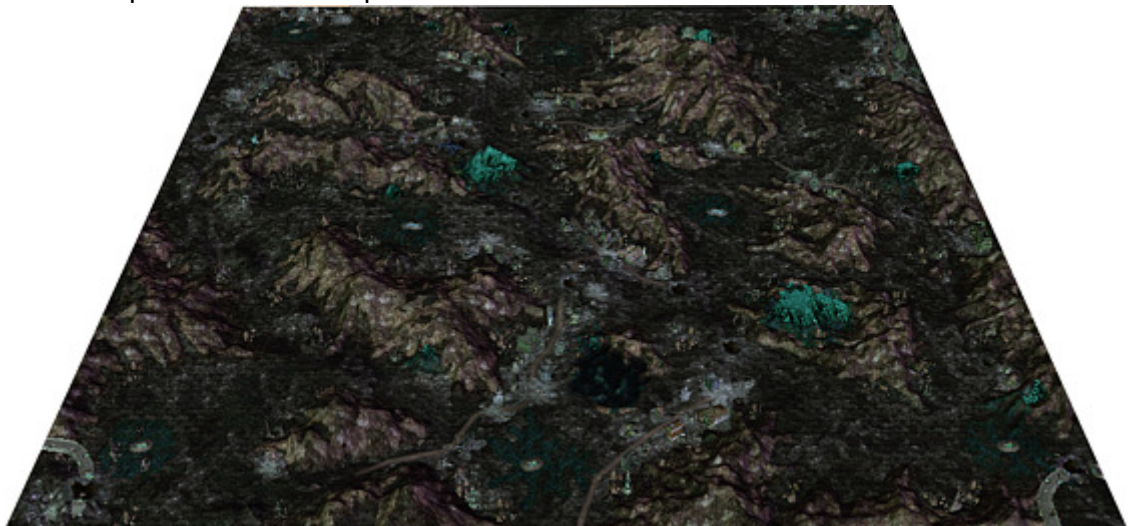
Again many thanks for all your support!

Contents

This Map Pack consists of the following 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.

- **Dead Zone:** Total desolation, that's what you will experience in this apocalyptic Red Zone. Prepare for some desperate 2vs2 action.

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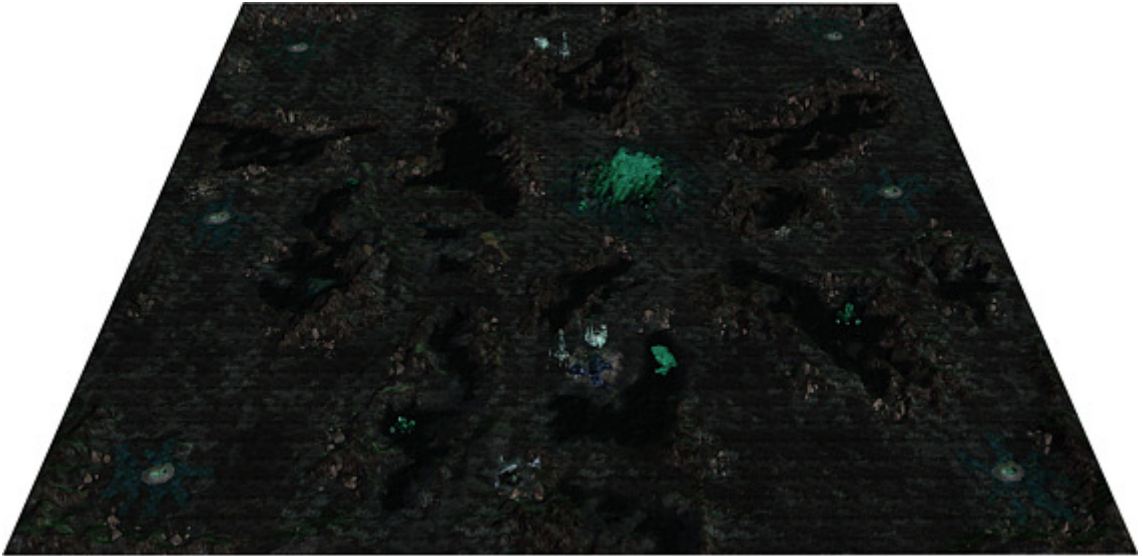

- **Fields Of Sorrow:** There is no such thing as a nice sunny day on this battle field. 2vs2 and some collateral damage await you.

- **Ghost Town:** Tiberium is not a blessing, it's a curse. Survival is the only thing that matters in this 4-Player theatre of war.
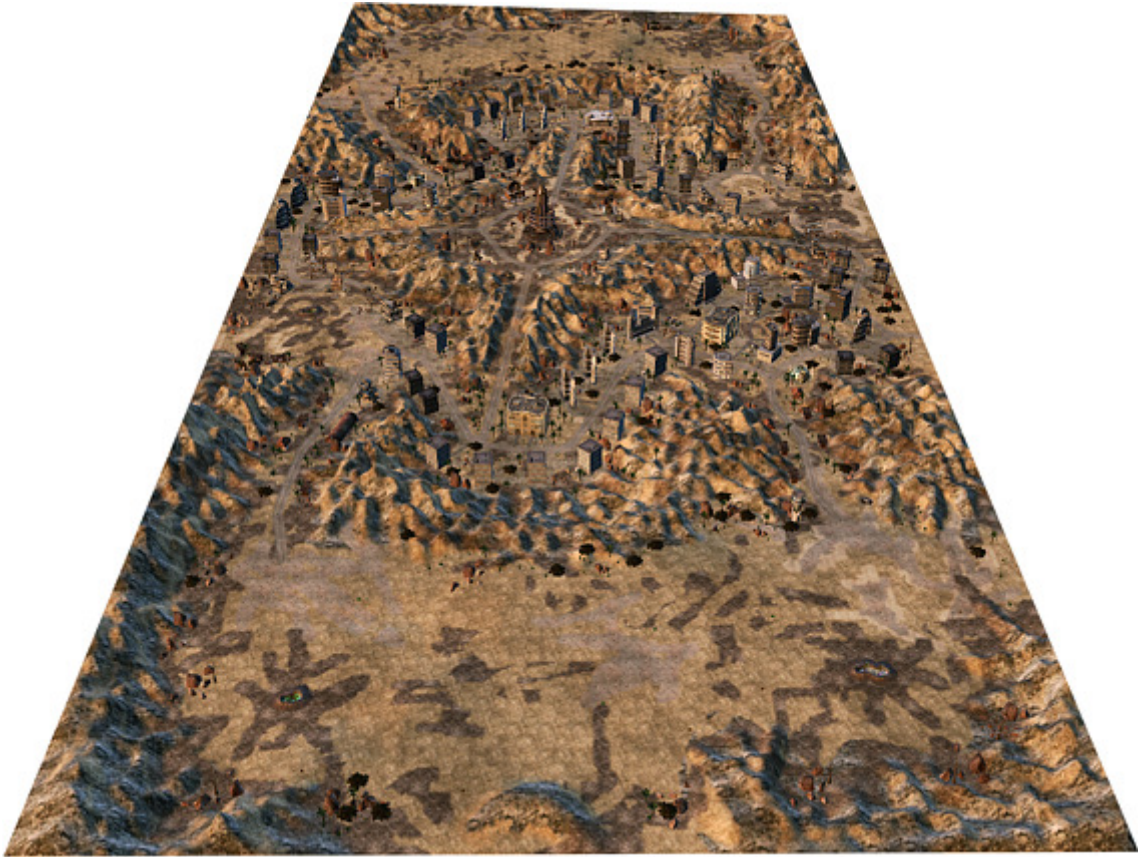
- **Tiberium Cracks Remake:** There is something beneath the surface and it's about to crack wide open. 2vs2 nonstop asymmetrical action.

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

- **Urban Warfare:** Team up with your best buddy to survive this highly cooperative and tactical 2vs2 mayhem.

- **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
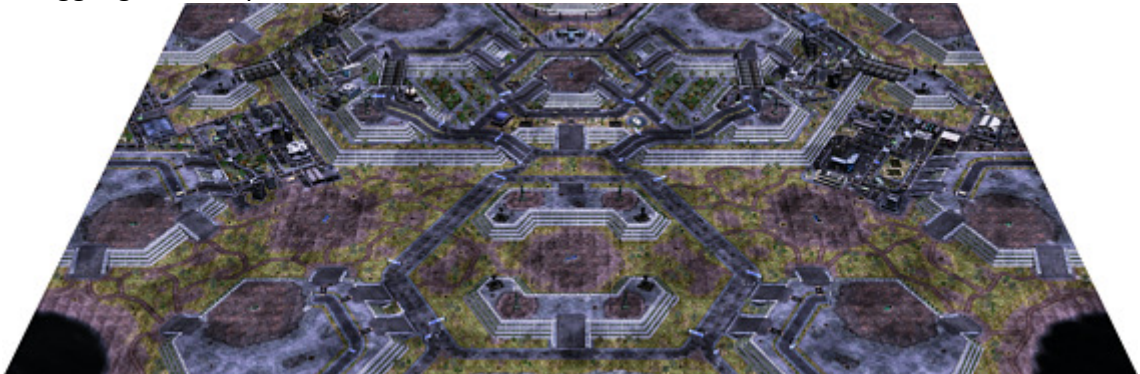
took hundreds of hours of work from start to finish. Kings of the Hill, unite!

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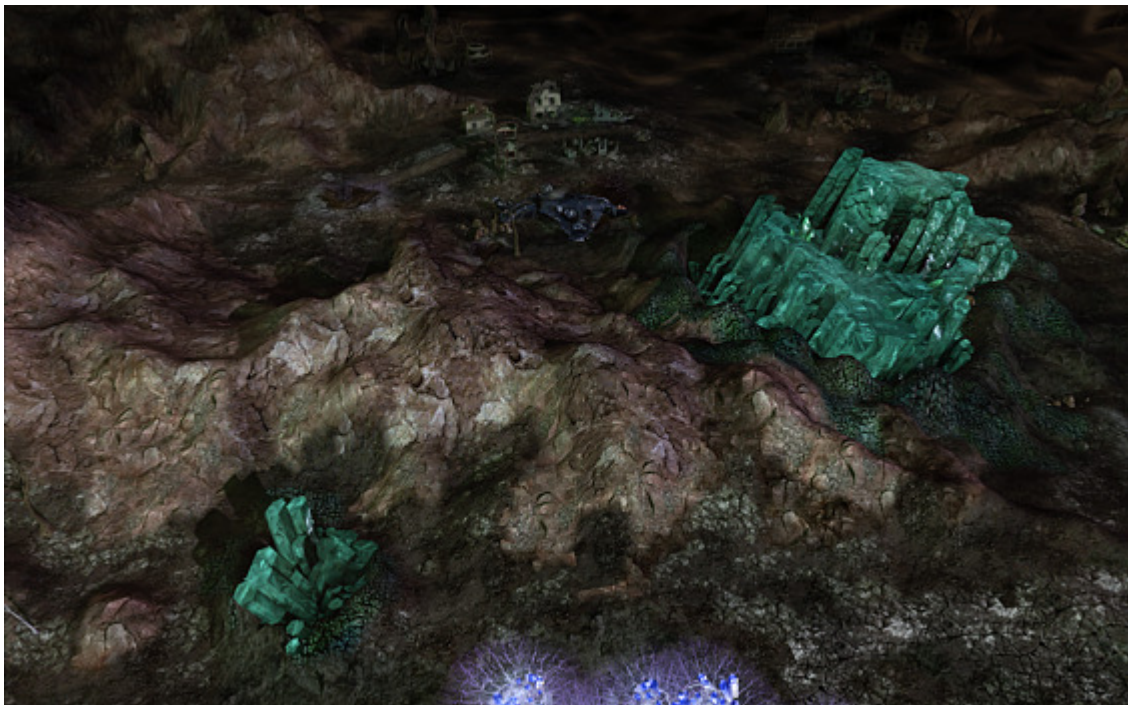
So here it is, my first 1vs1. I think I did not do a 1vs1 so far as there is not much room left to explore something new in terms of layout and strategies. I tried to make this one as interesting as humanly possible, but feel free to mail comments and suggestions for improvement.

It was map of the month (May 2009) at http://www.cnc-inside.de.
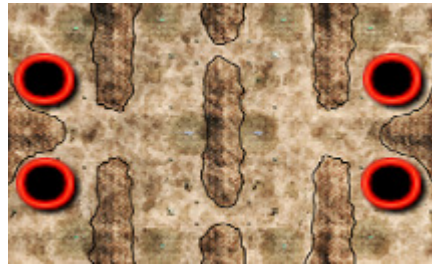
Dead Zone

Picture 4: Dead Zone mini map

Picture 5: Far worse than your regular Red Zone

Dead Zone was the first of some maps set in a Red Zone. It's supposed to be ultimately apocalyptic and spooky, dominated by ruins and Tiberium Shafts. The atmosphere is dark and depressive. Everything is destroyed, only a few turrets and spikes left for capturing. The map plays well with four or two players.

Included with permission from Baryonyx.

Fields of Isis

Picture 6: Fields of Isis mini map

Picture 7: 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 to rough for C&C3. Now in version 1.3 the problem has been greatly alleviated.

Fields of Sorrow

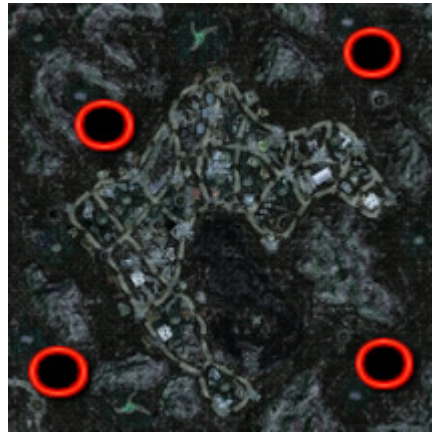
Picture 8: Fields of Sorrow mini map

Picture 9: Fierce fight for city control

This map came from some doodling on some geographic formations. Size and space happened to look so good, that Baryonyx decided to continue it as a project. The layout is simple: in each corner one player starts in a rural basin.

Each of these starting locations can be reached by three paths. Above that there is a ring shaped plateau with some room for expansions. In the center of the map, a city can be found, again in a hollow. There one can conquer some buildings and defend the city entrances by two Defense Towers each.

Included with permission by Baryonyx

Ghost Town

Picture 10: Ghost Town mini map

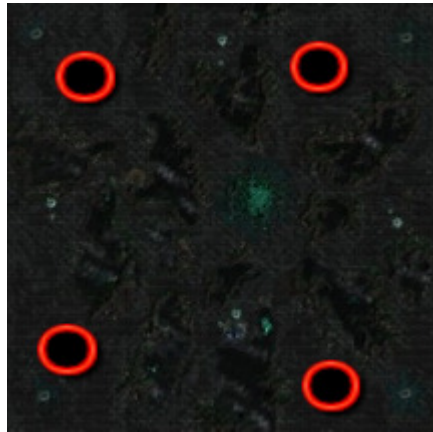Picture 11: "Watch out, the building's gonna collapse!"

Ghost Town is set in a totally contaminated and Tiberium overrun city. Everthing is destroyed and chaos reigns over the sorry remains of what was once a proud town. Four players may fight over this cursed piece of dirt. There is no shortcoming of resources and you can find lots and lots of garrisons.
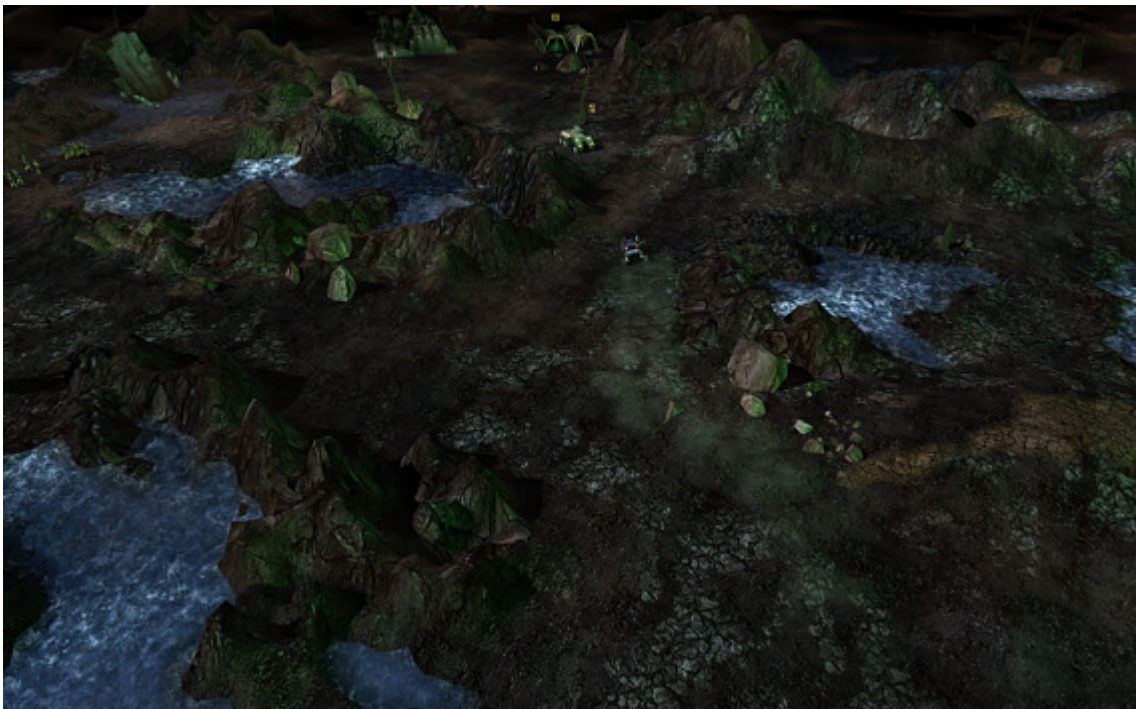
This is a Remake of Baryonyx' older Mission_x_(KR). The original did not please him optically anymore. He also changed the geography of the map and fine tuned the balance.

Included with permission from Baryonyx

Tiberium Cracks Remake

Picture 12: Tiberium Cracks Remake mini map

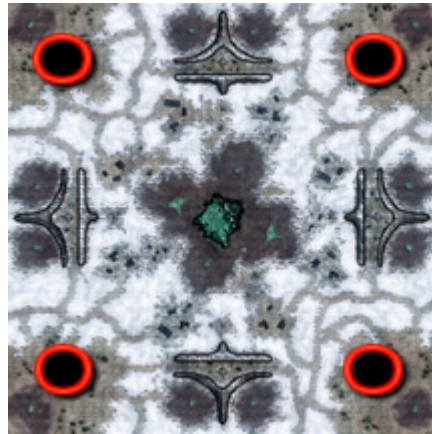Picture 13: You'll never see me coming...

Tiberium Cracks Remake is (as suggested by the name) a new version of an existing Tiberium Wars Map. The original map was fun, but not very sophisticatedly crafted (it simply looked ugly). So Baryonyx revamped the map optically. The original layout and abient sound however is the same. The many paths and the small size of the map are of the utmost importance. You will never know, where your opponent might attack next time and you should not waste time. Also keep a close look at the Tiberium glacier at the center of the map.

If someone wants to check out the original version:
http://cncmaps.com/CnC3MapArchive/KB_Tiberium_Cracks.zip

Included with permission from Baryonyx

Tournament Shaft

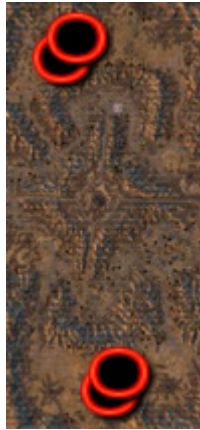
Picture 14: Tournament Shaft mini map

Picture 15: 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.

Urban Warfare

Picture 16: Urban Warfare mini map

Picture 17: That's not a city, it's living hell!

This is a 2vs2 map that can also be played 1vs1. The setting is a city in the Middle West. The layout is an upright format and starting locations are on plateaus in the North and South. Below that there is a city stretching across the map, with no way around it. So your primary focus should be urban warfare. In the center of the city there is a large hill with a blue Tiberium Field that hides an unpleasant surprise.

Included with permission from Baryonyx.

Beachhead II

Picture 18: Beachhead II mini map

Picture 19: 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

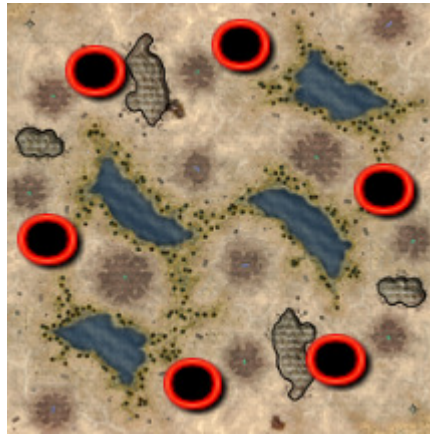
Picture 20: Uphill Struggle mini map

Picture 21: No, this won't 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.

Winner of 2009 Map-Contest on http://www.cnchq.de.

Oasis Endgame

Picture 22: Oasis Endgame mini map

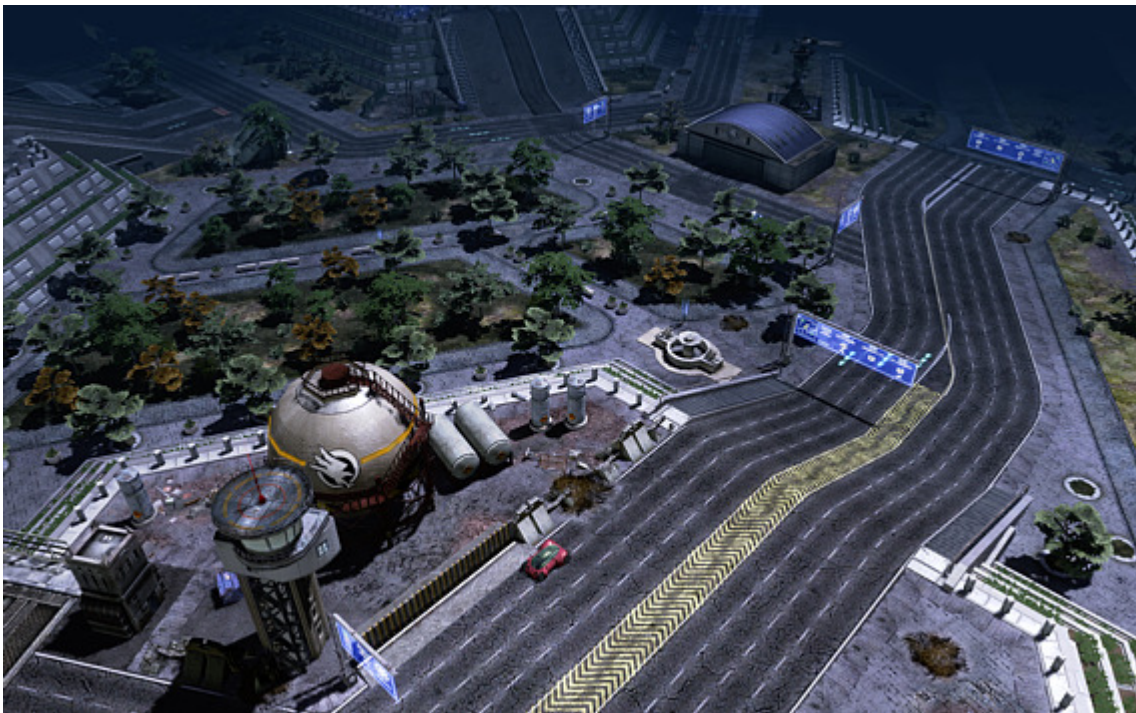Picture 23: Crawling is quite a temptation on "Oasis Endgame"

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 24: Downhill Run mini map

Picture 25: 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.cnc-inside.de.

Comments

Axel aka Baryonyx

I've created my first maps for Battle for Middleearth II, but only to experiment privately. The real deal started with Tiberium Wars. Roughly speaking I spend three times the amount of time mapping compared to playing the actual game. Designing maps for me is a branch of art, one that I enjoy as much as acryl painting.

I'm thrilled to release this outstanding pack with March.

You'll find my work over at http://www.cnc-inside.de/user-profil,83659.html.

Chris aka March

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

- 2.0: Included six maps from Baryonyx

Disclaimer

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