

Tournament Shaft

for Command & Conquer 3 Kane's Wrath



Picture 1: I assume you are familiar with the situation an Siberia, Commander?

Version 1.0, released 6th of October 2008

Installation

Move the "Tournament Shaft"-folder 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"

In some cases the directory is somewhere else on the hard drive. In that case simply search for the folder "Command & Conquer 3 Kane's Wrath". Typically you will get three results for your system: The installation directory, your save game directory, and the directory mentioned above containing the "Maps"-folder.

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.

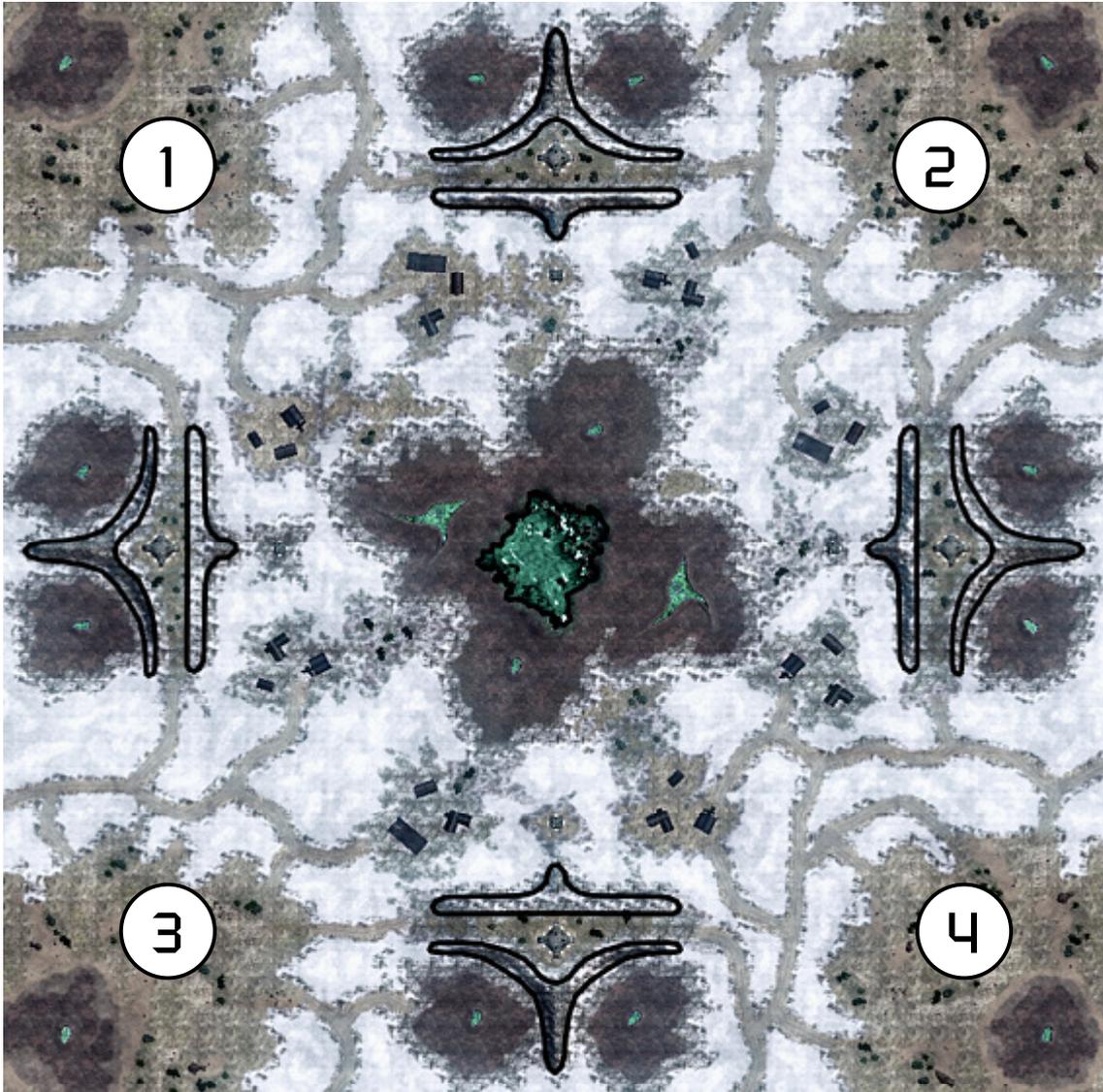
Roots

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.

Battleground Reconnaissance

Layout

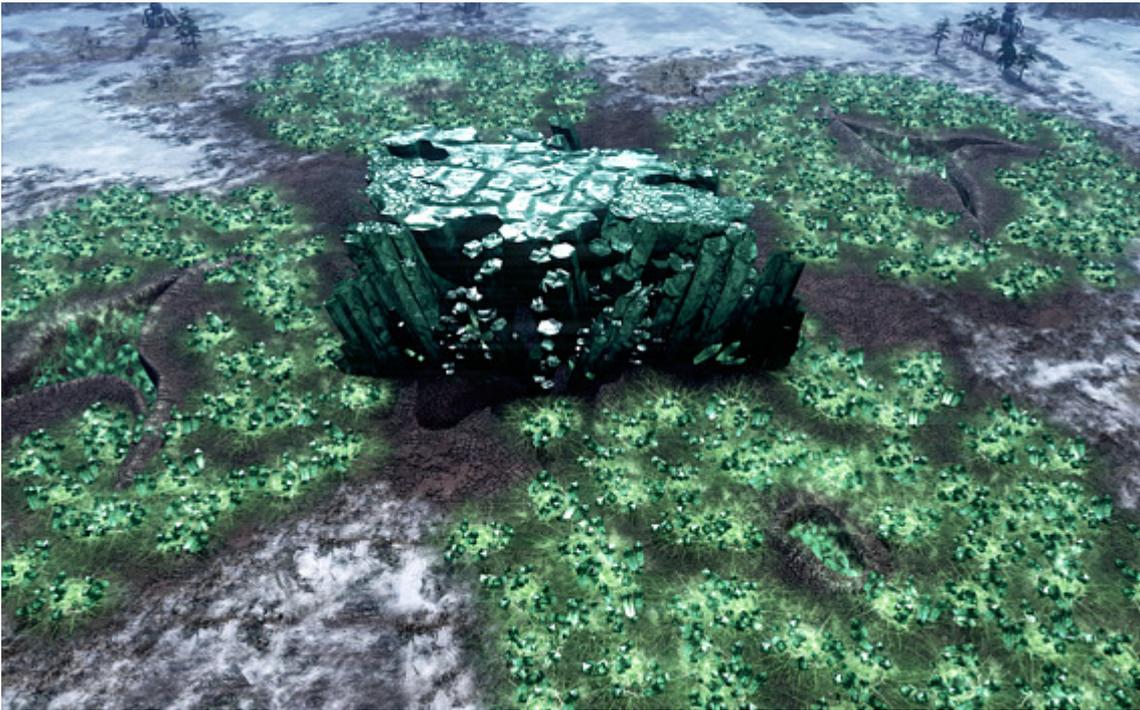


Picture 2: The Tournament Shaft Map with starting locations

The map is point symmetric due to its competitive quality. There are four ridges between adjacent bases that provide both cover and opportunities for sneak attacks. Controlling these elevations may be of significant advantage.

The center of the map is dominated by Tiberium, but fairly open otherwise. So combat will move from the edges of the map to a more intimate battle when entering the late game.

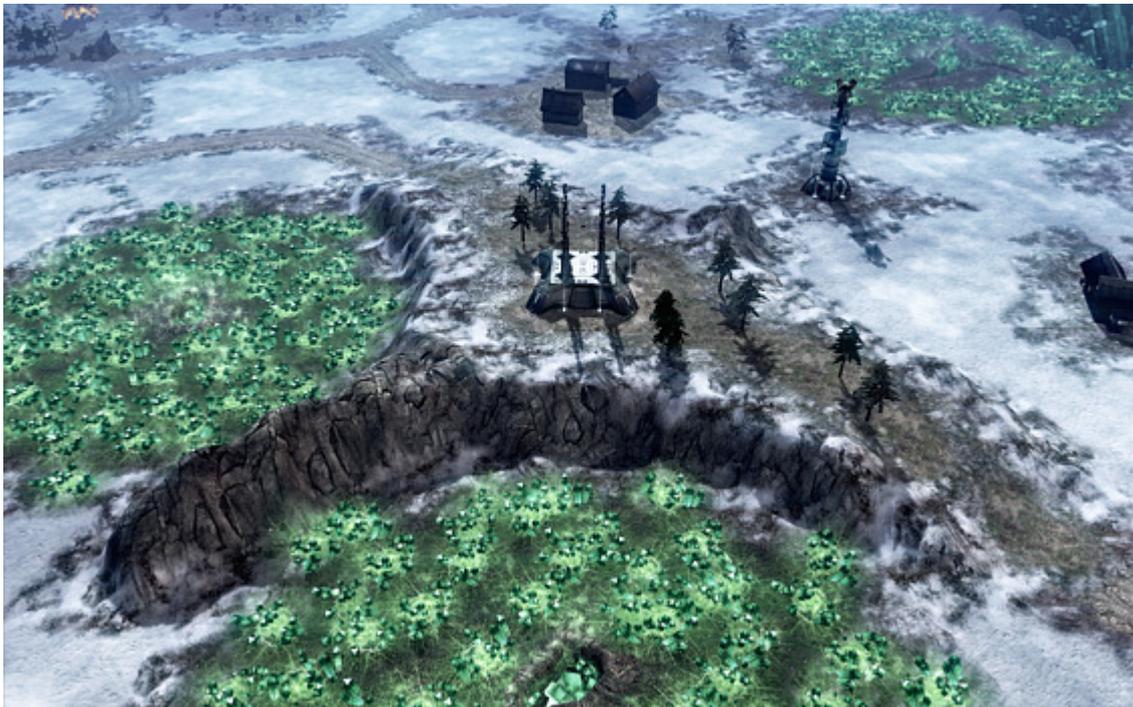
Resources



Picture 3: The Tiberium Shaft

Each player starts with a medium green field. Expansion fields are found at the ridges but outside of the primary building radius. Each player must decide what expansion field to take on. Daring players may decide to move in early on the Shaft in the center of the map.

Tech Buildings



Picture 4: Tech Buildings

On each ridge you can find an EMP Center and one Tiberium Spike next to it on the ground. Each tech building is close to two adjacent players who might want to grab it. That wont be to easy though as there are farms all around the place waiting to be garrisoned.

Strategic Suggestions

1. Hunting down tech buildings in the beginning of the game is very tricky. It is easy to deny an opponent access to the Tib Spikes by garrison nearby buildings. You will probably need garrison clearers in order to get an engineer safely into one.
2. There are many ways into your base, more than in any regular C&C map so scouting your perimeter is imperative.
3. The expansion fields at the ridges are a soft spot of a players economy because sniping harvesters is pretty easy.
4. Expansions at the center of the map are somewhat exposed on the other hand, the player who gets there first has a good chance of letting other players starve.
5. Nod players may want to build a Temple of Nod in order to recover more quickly from frequent EMP blasts.

Final Comments

Thanks to wartek & Arg0 for testing the Map.

If you encounter any bugs with this map or want to inform me of a mod contact me at captain<at>startrek-journey<dot>de.

Other Maps

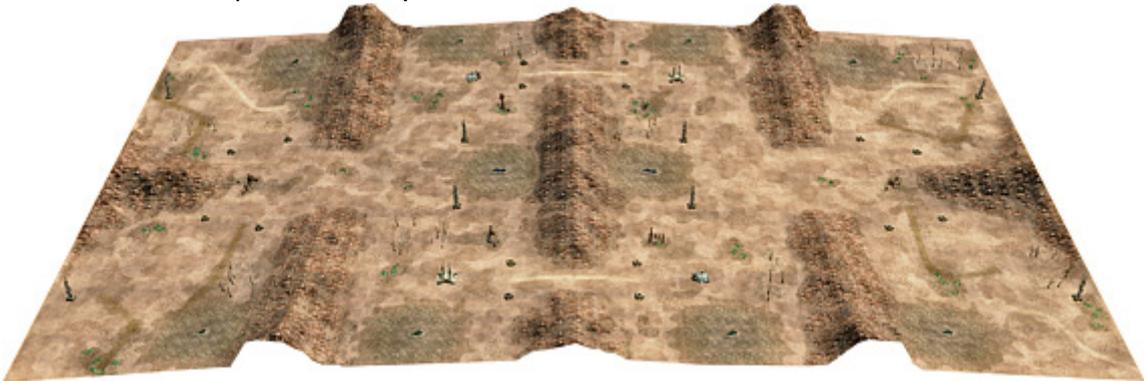
If you liked this map, watch out for my other maps from e.g.

<http://www.cncgeneralsworld.com>:

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



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



- **Beachhead:** Crysis meets C&C! This 6-player multiplayer map features a tropical island. Very versatile, medium paced, asymmetrical.



- **Oasis Endgame:** The 3vs3 boredom stops now! Let's face it, the additional 3vs3 maps from Kane's Wrath just are no fun at all. But this one is fast paced, totally original and depth tested.



Changelog

- Nothing yet

Disclaimer

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