Downhill Run

for Command & Conquer 3 Tiberium Wars

Picture 1: Let's see 'bout that Downhill Run

Version 1.0, released 16th of November 2008

Installation

Move the "Downhill_Run"-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 Tiberium Wars\Maps"

- On Windows Vista that is usually "C:\User\[your name]\AppData\Roaming\Command & Conquer 3 Tiberium Wars\Maps"

In some cases the directory is somewhere else on the hard drive. In that case simply search for the folder "Command & Conquer 3 Tiberium Wars". 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

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 of the players. I've witnessed, that Uphill Struggle is more often 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 zone, instead it has that special worn out, misty, cranky character. I hope you enjoy it nevertheless!

Battleground Reconnaissance

Layout
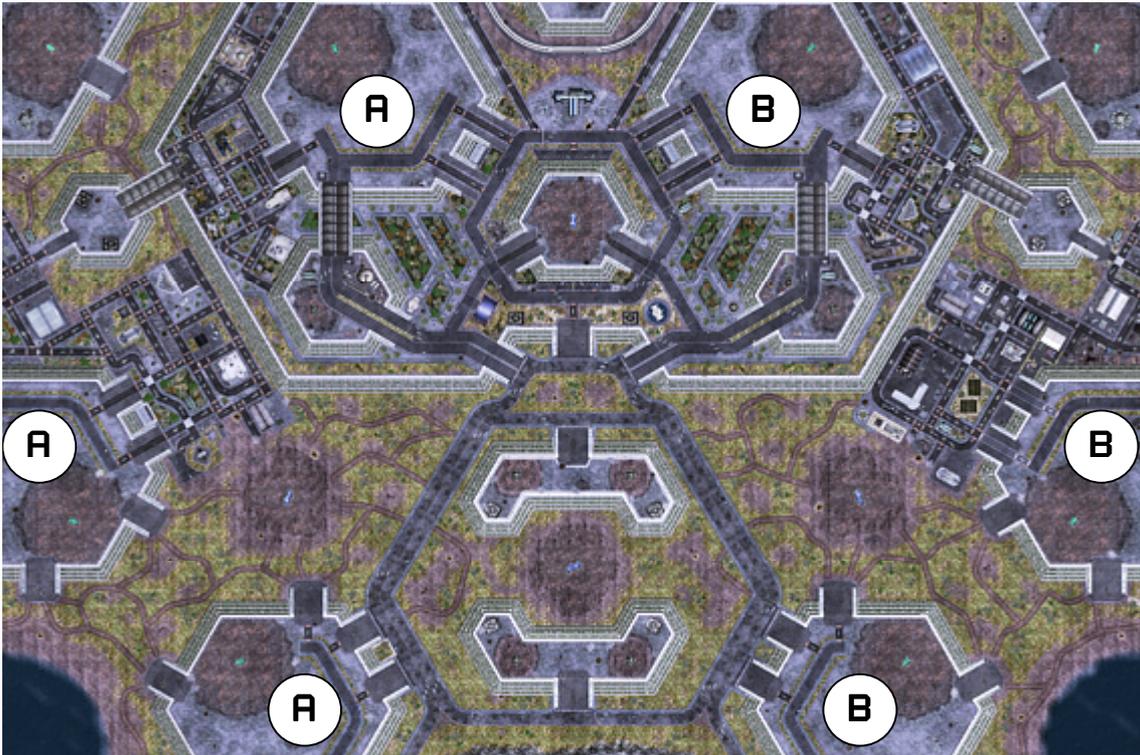
Picture 2: The Downhill Run Map with starting locations of the two teams

Two players start at the north edge of the map, four at the southern half of the map. The primary part of the city is located on a huge plateau, accessible only through a choke point in the center and two flanking entrances.

Expect heavy street fighting in the beginning of a match, struggle for air sovereignty in mid-game and huge armies and super weapons to finally resolve this massive conflict.

Resources

Picture 3: Tiberium Deposits

Everyone starts out with a green fields of Tiberium at their starting locations. In the southern plains there are three blue expansion fields, while on the plateau there is only one blue field in the city center.

Of the utmost importance are two fields in the north west and north east corners of the map. These fields should be fortified. They hold vast Tiberium resources and grant the owner a significant advantage.

Tech Buildings
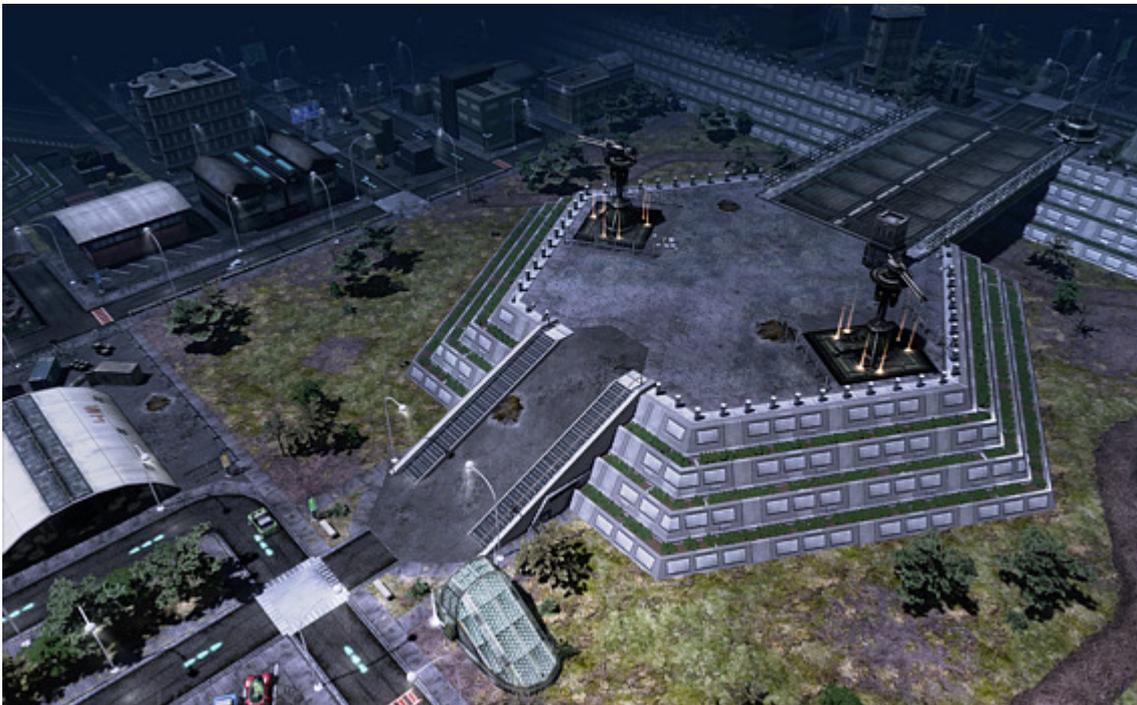
Picture 4: Tech Buildings

On the map are several Tiberium Spikes. Two are located next to each plateau player and four surrounding the central Tiberium field.

Again on the plateau there is a subway hub in the north. Whoever controls this hub gains access to the subway stations scattered all over the parts of the city. Watch out for these stations!

Several automated defense cannons guard strategic map locations. The most prominent are the defense installations in the West and East. Who ever controls them secures passage to the neighboring Tiberium field and the entrance to the city.

A ring of four defenses watches over the central Tiberium expansion field. The field can not be harvested if the cannons are captured by an opponent first.

In the north west and north east corners, one can capture an EMP which should become very valuable in mid and late game.

Finally, there are four large areas in the city where garrisonable buildings stand next to each other providing excellent fighting grounds and cover for infantry.

Strategic Suggestions
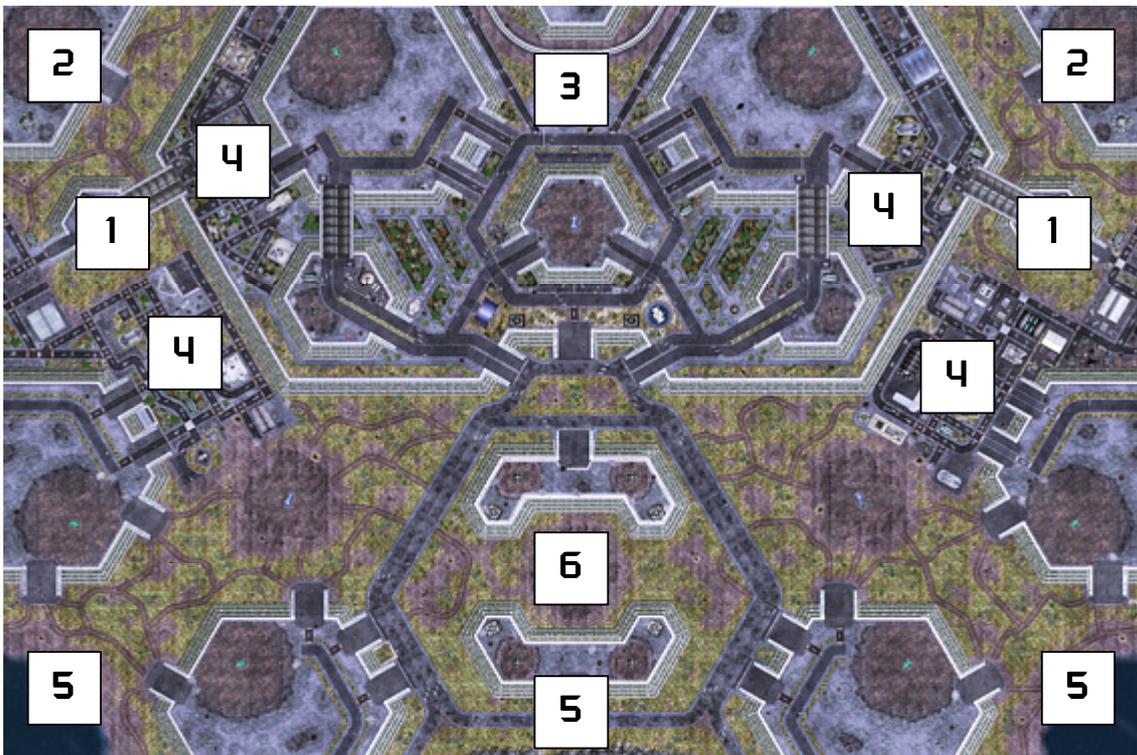
Picture 5: Important Spots on the Map

1. Capture these . They grant a safe route to…

2. … the expansion fields until air craft enters the scene

3. The Subway Hub. Capture it and mount surprise attacks all over the map.

4. The cities provide great defenses against aircraft and infantry… until a handful of Flame Tanks lay waste to them.

5. These spots are usually not defended at all and make great space for dropping reinforcements and Stratosphere boosted Firehawks

6. This field can only be harvested by the team who control the automated cannons surrounding it.

A general note (should be straight forward, but it must be told over and over again): Don't tutle! The player who does not expand, will die first.

Final Comments

From the Final Comments of Uphill Struggle: "This map 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. It took six weeks from start to finish, reviewing all multiplayer blue zone maps from Tiberium Wars and some other works to get the look right. In the process I crushed 500 Ais, got crushed by a dozend online gamers, got encouragement and support by fellow C&C online players who would just drop by and offer a comment.

Thanks to wartek for the original idea, Arg0 & Gangkaroo for testing and all the others who dropped in for the Alpha and Beta Test of the Map.

I have taken any effort to make this map as solid as possible. Texturing errors occur from time to time despite the most careful use of the mapping tools. So please inform me, if something does look strange. The shear amount of stuff on this map took the good old sage engine to its limits. I know that some streets end abruptly without blends. I tried to mask that as well as I could. Restoring the blends is possible, but would make it necessary to remove some streets from the map. The current state is a fair tradeoff between what the eye expects to see and what the map designer wishes his map should look like ;-)

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." (End of quote)

And after that a took another three days to turn that beauty into the gray thing you see before you. It was fun.

Other Maps

If you liked this map, watch out for my other maps e.g. from 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!
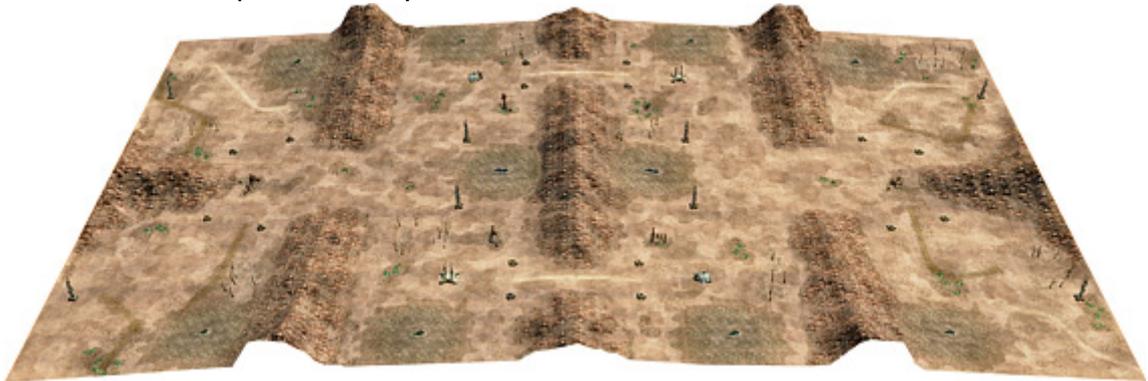
- **Beachhead**: Crysis meets C&C! This 6-player multiplayer map features a tropical island. Very versatile, medium paced, asymmetrical.

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

- **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

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