DIABLO CANYON

BY SNOWDOG

Diablo Canyon is a very large TFC map designed to support 24-32 players. It is a three team map based around a modified Capture The Flag (CTF) game. This map is unlike many 2fort style maps that have the bases facing each other as each base resides at it's own end of the long 'U' shaped canyon. This design, in combination with the immensity of the map, and the ammunition placement, encourages players to work as a unit(s). The beta testing showed that teams that operated in small units of 3-6 players usually won out over players using snatch and grab or Death Match style tactics. I seriously encourage server administrators to enable footsteps on this map because it is easy to pass right by a large formation of enemies and it really gets you jumpy when you can hear an enemy and not see them. This map is also great for small groups of players if you like to hunt the enemy. (Note that with fewer than 12 players the scoring system falls apart if everyone plays yellow. Ideally there should be 1 yellow for every 4 players). I hope all of you enjoy playing it as much as I have enjoyed building it.

Inside the blue base

Outside the red base

Gameplay: (3 teams - Blue, Red, and Yellow)
The red and blue teams gameplay is that of a standard CTF map. They need to get the flag out of the enemy's base's flag room and take it to their sniper loft to the capture point. The twist in this map is that the Yellow team has to steal the flags WHILE they are being run. This is because lasers prevent yellow players from entering either of the two flag rooms. The Yellow team needs the other two teams to run flags or they can't score. Once a flag is taken and dropped out side of a flag room the yellow team must try to get the flag to the opposite base's capture point; be careful... running the red flag into the blue base for a cap is not the safest thing to do :)

The yellow team is housed in the Diablo Canyon Dam. Definitely an impressive structure in game. In the command center of the dam is a switch that opens and closes the Mountain Pass Door. This door is a shortcut between the two bases and cuts a lot of travel time on a flag run... if it's open.

The flag room doors and the Mountain Pass Door don't auto close. It's up to each team to keep these closed. For the red and blue it slows down a player trying to take your flag, for the yellow keeping the mountain pass closed forces flag runners around the canyon by the dam, and this gives you more chances to steal the flag. Conversely the Red and Blue teams will want to try an keep the pass door and the enemy flag door open if they can to speed up the caps.

The switch for the Mountain Pass Door in the Dam Control Center

The red flag room (notice the anti-yellow laser)

About / Technical Info:
This is my first (of hopefully many) Half-Life/TFC map. It was completed over a period 3 months of on and off mapping going from revision to playtest and back to revision again. Despite being a huge map and taxing the compiler tools well beyond their limits most of the time. I feel that this map is in a finally in a releasable state.

This map does have some known slowdown points where the r_speeds get above 800, but during testing they proved to have little or no effect on playability of the map and the trade-offs for some really impressive long views more than makes up for the extra poly counts. Some players have reported seeing the message "Can't find goal_item 20" when capturing a flag... *this is not an error*. It is a by-product of having doubled up cap points. If this seeing this error really bugs you.. turn off developer mode in the console. :)

This map is so large that a the HLRAD program would not run after a HLVIS (with a VIS matrix of over 300mb I'm not surprised) on any Windows or Linux system I tried it on. So a very special thanks goes to Evile Dick a fellow [WTF?] clan member for churning this out on an IBM mainframe running AIX using Zoners HL tools. *Evile Dick runs the "Wadfather" site at http://halflife.lowlife.com/wadfather/* with many new texture wads for your mapping needs.

If you have any questions comments or praise about Diablo Canyon feel free to email me at *snowdog@lowlife.com*

CREDITS: Valve Software for such an awesome game • Zoner for his (always just in time) Half-Life Compiler tools
All my fellow Clan [WTF?] members and the great folks over at the Department of Engineering (www.halflife.lowlife.com) for helping with the playtesting, feedback, and technical info when I mapped myself into a corner.

If your a mapper and interested in joining a HL/TFC/TF2 clan then visit Clan [WTF?] at http://halflife.lowlife.com/WTF/ the worlds first (and original) HL/TFC/TF2 mapping clan.