Celtic-Stronghold by Le Celticant
V3.5.1 (Beta Test)

INSTALL

Place the file « nohope.rez » into your « Aliens Vs. Predator 2 Folder » (..\Program Files (x86)\Fox\ Aliens Vs. Predator 2). If the file already exist (prior version) just replace it with this new one.

Use the run argument

-rez nohope350.rez

3.5.1
-Vents in the laternate path (volacno roof) are bigger and so easier for Aliens to access
-Fixed an issue that had marines break early the vent in CC to escape
-Added a vent to the Cellblock (top of the lift in Volcanoe) to prevent Marines from camping there so Aliens can still get in
-Added a teleporter to the alternative path
-Lowered the time it take to activate the queen once you have all the crystals
-Added doors to prevent Marines from getting from the queen chambers to the lift too early by helping each other climb

3.4.2
-Fixed an issue with medical door being destroy not triggering the escape
-Fixed an issue with the side door for alien to escape (observatory) that took too long to open
-Fixed some missing planes here and there
-Reduced the amount it take to cage & cage door to be broken

3.4.1 (3.4a) fix list
-a lot of other things... if only I could remember, BIG UPDATE.
-Moved the Sound FX for the generator where it is supposed to be at level 1 (before that it was in its old location)
-Moved a bit the tearable panel for sentry (level 0 next to kitchen) cos people used it to destroy the door. I suppose you still can but it's much harder
-Moved a bit a vent shaft to access sewer for the same reason that people used tearable panel to destroy it
-Windows protecting shield are all unbreakable now. Once CC is shielded it can't be broken from the outside (not like it's useful anyway)
-Fixed issue with free camera triggering some triggers
-Reduced most time it takes to hack something at the ship (Big door, cockpit door and shield reduced a bit)
-Added an alternate path to ship from the Ruins

3.4 fix list
-Removed some of the top cage part in cave so Alien can directly drop down and Marines have to hold better
-Moved the level0 Generator to the Kitchen hall, it also trigger an explosion that frees a huge chunk of corridor
-Removed some details on the ceiling in the main operation building (beginning) at level 0 and 1 for better wallwalk and less annoying collision (and better framerate too for players who had some troubles there)
-Medlab door are now unbreakable BUT will open once the generator at level 1 is destroyed
-The shaft in the sewer that gives access to the vent between Med and CC won't open when the generator is destroyed but is more easily breakable
-Extended a bit the time the door to CC stays open by 2 seconds
-Did something with the cage in the cave… it's kind of 50/50, you can hold it but it's also open and alien can get in more easily
-Created a shortcut in the stairs near CC and med so Alien can bypass a small chunk (leads to sentry room) but destroyin the trigger isn't too easy

3.3 fix list
-Probably fixed the damages to the medlab rotating door
-Moved a bit the sentries at the entrance of the cave so they better align with the entrance
-Fixed an issue with Alien clipping through the landscape to bypass an entire segment and get ahead of marines
-Added a vent shaft in the cave so Alien have an alternate route
-Added a hive creation at level 01 at the stairs (just out) so Aliens gets better cover

3.2 fix list
-Added a fence to block the top of the cave for a better defence against Aliens.
-Added a trap door to the ladder before the cave so Marine can lock the ladder for a few times before Alien breaks it

-Added a light at the entrance of the cave so Marine can see a bit better if they wish to defend
-Moved both the cave sentries to spots that makes much more sense and will provide much better defense / sense (now they are helpful)
-Reduced the time it take to hack the sentries in the sentry room near CC
-Moved a bit back the vent to the corridor leading to the pyramid
-Rockets killing through floor should be fixed
-Removed a vent trap door at Level 1 to get access to Sewer
-Added a bit more health and armor

3.1 fix list
-Extended the outside door access to the cage
-Added crates within the cage… maybe gonna help against Aliens « mad tail » (Alien can still use tail but… it won't be as common as before I guess)
-remove a trap at level 0 giving access to Marine to a ladder to get back up
-Added a triggerclose timer to vent trap
-Removed some useless breakable thing in CC that would reduce frame rate when they are all broken at once
-Fixed an issue with Marine getting to the Ceiling in CC to access vents early
-Added a ladder to access the CC roof
-Added better clue that the second vent to pyramid is open
-Raised a bit the sky around CC for Alien to be less prone to collision while pouncing toward the sky
-Boris now has a secret and he keeps it very well…
-Bottom generator (level 0) now unlock the hive door to « northgate »

3.0 fix list
-Fixed an issue with alien getting to teleporter (nostromo) early (I hope…)
-Fixed an issue with Marines in Survivor being able to go through laser fence during the very short delay they are invicible
-Added more health to breakable floor
-Added much more health to the floor on level 1 giving time for marine to counter OR Aliens to prefer alternate route through vents
-Fixed an issue Aliens could easily break the pannel openin the « Northgate » vent through a fence. Now they need to get up (and fight potentially)
-Started to fix any polygons issue « holes » in the map
-Fixed an issue with a light at the bomb site that was through the rock and gave inaccurate lighting

2.9 fix list
-You only need to activate the console in the CC to open the vent's door to leave (before you needed to hack a long time).
-It takes less time to torch the shortcut door in the Cave
-A timer has been added for the Alien door in hive to open to cave to give Marines a better chance to reach cave together.
-Lowered the breaking floor health (level 0 & level 1).
-Moved the generator (again) to replace the « Communication Center » console access in the Sewer
-Added a UI to tell if the Nostromo door is in Open or Close state
-Added a new teleporter for Aliens to go to the nostromo faster (only unlock after Marines hack their way to the cockpit)

2.8 fix list
-Fixed an issue with Alien clipping on the ceiling of the CC while jumping on a desk
-Fixed several issues where marines could simply jump from the top of the cave to the bottom without dying
-Removed one door (CC door) at the Emergency Lockdown protocole to prevent people from being stuck and gives Alien a better path
-increased the Nostromo ramp door health (double)
-Added an objective to unlock the Nostromo cockpit
-Added an objective to add a force field to the nostromo cockpit (Alien can destroy it through the main corridor)
-Added a timer in CC for Marines to escape to cave before aliens break the generator (you need to open sentries room, trigger switch, go to CC main console and hack it) It should at least take 250 seconds (2 mins and 10 seconds) top open once you start to hack

2.7 fix list
-Moved the generator in the sewer (facing the ground you can break)
-increased medlab health
-increased cage from CC to cave health
-increased the cave door health
-Made the cave door have its full opening cycle and closing cycle, no more quick opening/closing
-Hopefully fixed an issue with the teleport crate (can't clip through it anymore)
-Did something for the teleporter that would suddenly stop working. Not sure it works but I hope…
-Increased the health of the vent door
-Reorganized a bit the Alien vent that goes from hive to cave to give a bit better cover at the end for Aliens
-Added a ladder to unlock in cave that bypass once torched the path to go down
-Probably fixed Marines that would slide along the edge to descend quickly without taking damages
-Fixed an issue that had Marine break the ceiling grate in Command Center (CC) and access the escape vent early

2.6 fix list
-Tweaked the way the field unlocked in the Pyramid so it is more coherent with the marine path
-Added column in the Acid lake for Aliens to swim out more easily
-Fixed an issue that got players confused about how to open the ship (Nostromo) from the outside

2.5 fix list
-fixed an issue with the generator (level 1) being hard to reach because doors in vents are unbreakable for Aliens
-Marines can't break the generator (level 0) to trigger the power shortage
-Added a vent that goes from level 0 to the room with multiple showers (back of the room). Can be open from breakable switch.
-Added a timer to go from the Pilot Ruins (right after the cave explosion) to the Pyramid so Marinbes need to stand their ground a bit here (1 minute)
-Added a key to access the pyramid (back of the pyramid, at the bottom, acessible from the top of the pyramid)
-Added another vent for Alien that opens 15 seconds after marines unlock the energy field
-Moved further away from the pilot cave the sentry gun (closer to the pyramid) to adjust for the new vent
-Added a new section to the nostromo (Generator) but it's WIP for 2.6

2.4 fix list
-Windows can't be broken by marines but Alien can easily tear them
-Added more sentry gun to unlock at the base (trigger in Command Center)
-Adjusted various hit point of doors
-Destroying the generator will unlock the Room with a window on the side of the colony (the Door is unbreakable)
-Removed one of the big crate next to the stairs
-Fixed an issue with the shading of the water (finally LOL, it's been 12 years I believe)
-Probably optimized the stairs but can't know for certain
-Various optimization for smoother experience (got rid of some unwanted messages within the Compiler by optimizing Lights)
-TWM should load faster at start (less TWM overall)
-Changed the texture of the ascending ladder to the cage section so Alien can't shoot through it while marines are going down/Up to CC
-Fixed an issue with a door in vent (next to generator) if Marine break, they could escape to the cage. Now alien can tear it but marine can't destroy it

2.3 fix list
-Added protection for humans in the cave with red lights at the bottom to wait for trigger explosion
-Extended the Alien vent to the Pyramid so they don't have to run 100m to get to the pyramid cave and be sniped so easily
-Hopefully prevented a glitch where humans could go through the big door when spawning ?

2.2 fix list
-Adjusted the lights in the Cave and Pyramid cave to make it dimmer but played more with the ambient temperature
-Fixed (kinda) a problem that had marine destroy the generator and rush to the cave at the very beginning
-You can now destroy the Nostromo Ship big cargo door
-Fixed an issue with the Shell (detail 0) for better performance at the beginning

2.1 fix list
-Redesigned the Marines Game Start point, everyone start at level 0
-Path has been updated : Command Center and Medlab starts locked and survivor team needs to gain access
-Sentry gun (Ceiling) starts ON
-The outside Cage/Fence has now some protection so marine stand a better chance against Alien tails
-Slight adjusment concerning the damages of some breakable items (doors, floors…)
-Remove a small vent on the Hive Ceiling
-Fixed an issue if Alien access the pyramid by destroying the field, the teleporter wouldn't be on
-Fixed an issue with long vent being accessible for Marine who could get to the hive
-Fixed an issue with the waterfall water texture.
-Added more sentry gun
-Fixed an issue that had the player being stuck in the sentry gun after torching them (they are now non solid but can still be destroyed)
-Added a tearable generator at level 0 (under the floor next to the stairs) that turns the lights off and switch to emergency power

2.0 fix list
-Added the fence back but is now breakable (take some hit to destroy it)

1.9 fix list
-Alien can no more attack Marines through the cage but, they can destroy the thing which is now made of glass.
-Probably fixed an issue related to the teleporter (stopped working after some… meh? Idk tbh)
-Fixed the volume push near the waterfall

1.8 fix list
-Added more hive creation for the Aliens to better defend their stand at the beginning
-Added a small opening in the stairs so the Aliens have a better chance to fight back marines in this narrow segment

1.7 fix list
-Frame rate optimization (BSP tree) at Command Center, the door Portal act now the way they should, many players should see their fps count higher
-Replacement of some chair models (geometry) with medical stool (prop) to optimize frame rate
-The vent from the hive to the Kitchen has been redesigned, it is now larger and so easier for Aliens to navigate
-Increased the time it take to torch vent shafts
-Added another sentrygun for each sentry gun placement
-Fixed an issue with the Space Jockey room where bullet would hit an invisible box
-Fixed an issue with the northgate portal still active after the door is destroyed
-Made the nostromo ship windows breakable
-Marines can't jump above the building / cage to reach the APC, they now need to make a long detour
-Added more « Hive Creation » for Alien to help them progress against Marines (1 in Cafe, 1 in lower level corridor)
-Fixed an issue with the Command center turrets that would make a sound while broken

1.6 fix list
-Changed the location of the main generator
-Changed the location of some breakable floor
-Added visual cue (lights) near placeable sentry gun
-Fixed a problem when the big door at the Command Center would Open while Marines would not have yet reach the next section

1.5 fix list
-fix a problem where hive creation would not appear near the stairs
-added a timer to triggers so Marine have a better chance to hold their ground after the Generator is taken down
-added placeable sentry gun unlockable through some custom objective (unlock a trigger in a vent, hack a door and torch the sentries)
-fixed a problem where alien could clip through the landscape
-Moved a destroyable floor objective upstairs
-Moved the Third sentry gun (upper floor) a bit forward
-Moved back the Laser so Aliens can hit people against the wall
-Added the possibility to open the Command Center door even with the laser active
-Tweaked the health of some Door

-Tweaked the timer for some trigger event
-Fixed a problem with the turret being deactivated and hidden but you could hear their sound
-Tweaked the motion of the turret
-Incrased the size of the escape cage so Marine stand a better chance against alien attack
-Fixed the waterflow near the waterfall, now the river is a bit harder to cross
-Increase the damage at the bottom of the waterfall

1.4 fix list
-Added hive creation objective for Alien
-Remove some crate to balance gameplay
-Added destroyable floor at the beginning for Alien to have a better chance to fight
-Added a delay to the north gate opening to prevent alien rushing too quick to the exterrior
-Fixed several triggers problem
-Tweak the life of some breakable doors and fences so Alien have a better chance to fight back

1.3 fix list
-Main generator Trigger can't be activated from the bottom through a wall.
-Fixed an issue where the escape door in Command Center would close again.
-Fixed an issue with the big door entrance that would close again.
-Fixed an issue with the door at the entrance of the cave that sometimes would remain lock
-Fixed an issue with a Pilot Switch that wouldn't activate the field
-Fixed an issue with a flare blocking the way on top of the pyramid
-Fixed an issue by having player stuck outside the ship, there's now a switch that can open the main gate.
-Improved the pyramid field that lift up so player can more easily climb up
-Removed torch on top of the vents of the Command Center and Medlab
-Fixed an issue with the turret that would activate while the generator is down
-Fixed an issue with an unbreakable door (cave)
-Fixed an issue with an unbreakable floor (at the beginning of Alien)
-Added a hacker (into a locker) and a torch (medlab)
-Change the texture of the trap rotating door in the medlab for better visual clue
-Fixed an issue that had door kill people
-Added visual clue in the hive for the Alien to better figure out which way to go
-Added Laser on Command Center and Medlab door that Aliens can de-activate by breaking the generator below the doors.
-Moved the third sentry gun generator above to make more sense and allow something a bit more fair for aliens
-Reduced some Door damages so the Aliens doesn't take too long to break
-Expanded the Alien tunnels so their path is a bit more reactive to the human progress
-Extended the time for hacking the the Space Jockey pyramid
-Gamestartpoint have been redesigned for a better sense of path navigation through the map
-Camera fly is now unable to activate the Pilot Ruin teleport trigger because this needs to be removed via pressing a switch to unlock the path
-Many more I can't remember
-Optimized the BSP a bit for better frame rate
-Optimized the LMGridSize so flare FPS shouldn't drop so dramatically now

Tester Credits

x-M-x
PrimevalYautja
King Kenny
ayleia
The_One
Makuta
Raizmorph
Bartus
Matus
Sigma
Chargieboy
Chargiegirl
Seegson Synthetic
Mais Pas Moi
Moi
Zou Bisou Bisou
Smith
malachite
Player_6
Ghostrider
Major Dutch
Veglok
Ladydron
Kane
Hicks
Sammy from Miami
Flame
StomachSlappa
Claw
Ghostrider
{BD}Spyder_COA
Others I may have forgot, or used another name, know that you are in my heart <3

Assets Credits

[$oN] Rocco
IMP_Hunter
Windebieste
9th command Gryph

Map idea based on the famous « suk-stronghold » by IMP Hunter
Part of the map from « Like Tears in Rain » a single player campaign for AVP2 (coming soon) by Le Celticant

This is Boris
To whoever / team manage to bring him to the cockpit,
you have my infinite love
Because I know how much pain you took
to get him through the pyramid levitating field

I have an idea, where can I mail you ?
kenner.geoffrey@gmail.com
Or discord : Le Celticant

Will there be an Evac of the map ?
Yes, it'll be called « celtic_stronghold_evac »

Can you add turret to the APC ?
I tried but everytime I did the map would crash. So I am forced (to my regret) to abandon the idea.

Where is Boris ?
Not in the kitchen.

Who is Boris ?
Boris is Boris

Why Boris ?
I don't remember but the name got stuck