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Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sat, 14 Dec 2002 17:23:00 GMT

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<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=81> Check out the screenshots. Tropics features the Hospital from Tiberian Dawn that I designed a while back. It also features underground tunnels with a light reflection technique I developed, plus a river in the center fed by a mountain spring and emerald-green translucent water. The bases themselves are very open to attack and the defenses alone will not prevent attacks. I've been working on this map for around five or six months... Lost count by now. It's been through three total revisions, this being the last one. [ December 15, 2002, 02:48: Message edited by: aircraftkiller2001 ]

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