Posted by Anonymous on Sat, 31 Aug 2002 23:58:00 GMT
View Forum Message <> Reply to Message

I've been working hard on making a new map and finnaly have it completed enough so I can post previews of it. About the map, It's set late at night on the shore of an African Jungle. Fighting takes place in the surrounding valley which is littered with Nod Ruins, most which are supplied with ramps to reach the roof. There are no base deffences, and plenty of good sniper locations along with buildings to hide in. The main focus of the map is that GDI and Nod both will have fully working Con Yards, meaning full interiers, PCTs, and working elevators. There will not aircraft in this map. You can see some screens of it so far at http://www.renegade mods.info/browse.cfm?getdir=Triforce I'm not sure when I'll have the map fully working due to school, But I should have enough of it up and running to relase anyway, most likely by Monday or Tuesday. Thanks for reading!   Triforce [October 02, 2002, 18:37: Message edited by: Triforce]