
Subject: C&C_LakeBed... it's a working title
Posted by [warranto](#) on Wed, 20 Aug 2003 23:15:08 GMT
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It's not supposed to look too realistic. It's supposed to be a map that offers a different strategic challenge than from what's currently available. I'll admit, the map came to be because I was fooling around and experimenting with genocides "easy terrain" tutorial, and thought it would be an interesting strategy based map, rather than anything that's based on realism.
