
Subject: Re: TTFS Public Repository by Game-Maps.org

Posted by [zunnie](#) on Sat, 15 Dec 2012 23:50:53 GMT

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Updated the repository with new maps that were made available just recently:

C&C_Bridge_Control.mix (zunnie & Hunter-Seeker & ImperialKaskins & Blazea58 - Regular AOW map)

C&C_ForestofIllusionTS.mix (Generalcamo & Aircraftkiller - DM Map with Bar/Hand)

C&C_Snowfight2004.mix (WNxCabal - Fixed by WhiteDragon)

C&C_Snow_Warfare.mix (Mauler - Domination map - Note: This map uses new scripts which are unavailable in RC1)

C&C_TCW_Snipers.mix (zunnie/TCW Team - Sniping only map with Tiberium Crystal War stuff on it. (More Info))

C&C_Temple.mix (Mauler - Regular AOW map)

C&C_TheCanyon.mix (Blazea58 & zunnie - DM Map with Bar/Hand (More Info))

C&C_The_Core.mix (zunnie & Mauler & ImperialKaskins & Blazea58 - Special game-mode where you have to kill the enemy Core to win. - Note: This map uses new scripts which are unavailable in RC1 (More Info))

C&C_Winter_Field.mix (Mauler - Retexture of the map C&C_Field (More Info))

C&C_Winter_Under.mix (Blacky - Retexture of the map C&C_Under)
