
Subject: Re: [Map] C&C_00Temple.mix
Posted by [liquidv2](#) on Sat, 12 Apr 2014 05:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

it helps if you have screenshots

essentially, this map has the potential to be wonderful
it is in some ways like Walls, with a large structure between the two bases that both teams need to travel around

there's a catch, though: that structure is the temple from Goldeneye and Perfect Dark, built from the ground up by Unit

infantry can travel through the temple, but vehicles must go around
the right side is like a Field meets Walls terrain, with little hills and dunes in a desert setting

the left side resembles the harv tunnel under Canyon, except that it travels to both bases

the map presents multiple routes of entry, and everything a solid Renegade map needs - i liked it immensely the times i tested it out
