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Subject: C&C FieldTS Released

Posted by [Sk8rRIMuk](#) on Sat, 29 Nov 2003 13:31:30 GMT

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Been playing this a lot and I think those changes make it a lot better on the whole. The waterfall caught me out the first time and the second and... I guess I better get used to turning better there

The joint buildings and removed barriers now make this map a good choice for inf wars. The map looks all together more "fieldy" than before.

Let us also not forget the dedications, and read the readme document.

Altogether great work ACK, another great TS release.

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