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Subject: C&C\_Egypt finished

Posted by [npsmith82](#) on Mon, 29 Mar 2004 00:40:08 GMT

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Titan, it's pretty enjoyable to play, good job.

Aircraftkiller! just say your work sucks, because it does

Funny how you're the only one saying that... 5 out of 6 of the comments posted here about the map, are positive... with the 6th person being you - so the majority says otherwise.

I'd say it's about damn time someone made a map with multiple base defences and power plants. If you only had one AGT/Obelisk in C&C:TD, your base would get completely owned.

It's all the little touches, like the black-cell crate spawning, the vehicle selling scripts. It makes it further alike to tiberian dawn, and this is what i prefer.

Just like your release of the original flame tank, light tank and tiberium sponges will eventually give extra little touches that will bring this game to what it should've been.

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