
Subject: C&C_Uphill

Posted by [Crimson](#) on Mon, 19 Apr 2004 02:13:47 GMT

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I just played it out in Single player... I think Titan is starting to see that the best maps are simple. Not a lot of eye candy and special effects... just two bases and some terrain in between. I don't understand the "mesa" things that he uses everywhere. I don't think that sort of dirt formation exists without some weird erosion...

But overall, it's a really nice map and it looks like it will play well. Nice work, Titan!
