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Subject: CliffsLX added to rotation.  
Posted by [zunnie](#) on Mon, 17 May 2004 22:03:32 GMT  
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Hey all,

Ive added a few new maps on the FanMaps0 server.  
The most recent added map is called CliffsLX.

Its a night-time, icy map (not as bright as Alpine ) with 2 obelisks and 2 AGT's.  
Very cool map really, ive made a couple of screenshots of course, you can view/download the map(s) here:

ScreenShots from CliffsLX

Download C&C\_CliffsLX

To download all the maps that are currently in rotation go here.

[zunnie]

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Subject: CliffsLX added to rotation.  
Posted by [Xtrm2Matt](#) on Tue, 18 May 2004 06:44:02 GMT  
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Awsome screenshots...

Quote:The page cannot be displayed

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Subject: CliffsLX added to rotation.  
Posted by [Aircraftkiller](#) on Tue, 18 May 2004 08:01:07 GMT  
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I didn't like CliffsLX, the layout was mainly what presented the gameplay problems. Two base defenses in a canyon (Why must everyone place every level in a canyon, or another enclosed area?) makes it hard to assault something. The CY interiors aren't using the proper version, the Tiberium Silos are also the wrong version.

That and C4Kitty's overlaid texture patterns on the existing textures are pretty bad, they hurt my eyes.

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Subject: CliffsLX added to rotation.  
Posted by [rm5248](#) on Tue, 18 May 2004 09:41:21 GMT  
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Aircraftkiller(Why must everyone place every level in a canyon, or another enclosed area?)

Oh, I don't know, maybe because you would drive off the map?

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Subject: CliffsLX added to rotation.  
Posted by [sniper12345](#) on Tue, 18 May 2004 11:45:40 GMT  
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nah, I think he's talking about maps in the sense of RA maps.

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Subject: CliffsLX added to rotation.  
Posted by [Aircraftkiller](#) on Tue, 18 May 2004 18:10:50 GMT  
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I'm talking in the sense of reality, where on planet Earth is everything magically stuck inside a canyon with no way in or out, with no way to build anything?

You can easily block the areas off with some imagination or a simple collision blocker, it doesn't require making you feel like a hamster inside a cage while you're playing the game.

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Subject: CliffsLX added to rotation.  
Posted by [Vitaminous](#) on Fri, 21 May 2004 23:47:21 GMT  
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Hamster in a cage? Wow, great map idea, A CAGE!

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