
Subject: New (edited) Map Announced!

Posted by [Anonymous](#) on Wed, 20 Nov 2002 17:37:00 GMT

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New (edited) map in production, screens will be up soon. The name is C&C_DM_Volcanic_Eruption.

Subject: New (edited) Map Announced!

Posted by [Anonymous](#) on Wed, 20 Nov 2002 19:55:00 GMT

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Subject: New (edited) Map Announced!

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:18:00 GMT

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Subject: New (edited) Map Announced!

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:52:00 GMT

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No info?

Subject: New (edited) Map Announced!

Posted by [Anonymous](#) on Fri, 22 Nov 2002 17:21:00 GMT

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here's the info:Once Nod's Temple was destroyed, they made a last-resort base near a volcano. A local GDI satellite detected the small outpost. GDI decided to move a base out to the volcano to take care of Nod once and for all. Once there heavy winds and eruptions took the GDI and Nod buildings off-line. When Nod found out the GDI base was there, they sabotaged their supplies and main computer systems taking the GDI base fully off-line. Nod also took some prisoners and executed them in the volcano tunnels. The tunnels are also haunted now, screams in some tunnels, damage areas in others. Your job is now to eradicate the other team from the volcano.TIPS:-Stay out of the tunnels, there have been reports of disappearances and unknown damage areas-Hide in bunkers, the enemy might not see you in the dense fog-Explore, most of the good weapons and health spawners are in hidden places..Screens will be up soon

Subject: New (edited) Map Announced!

Posted by [Anonymous](#) on Fri, 22 Nov 2002 18:06:00 GMT

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im not going to say that what your doing is sad, but "unknown damage areas"? sounds like your just going to throw down damage areas in random places....and.....d4mn man, just learn to use renx...

Subject: New (edited) Map Announced!

Posted by [Anonymous](#) on Sat, 23 Nov 2002 14:24:00 GMT

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this better be a good 1 make it good.

Subject: New (edited) Map Announced!

Posted by [Anonymous](#) on Sun, 24 Nov 2002 00:30:00 GMT

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Well, the damgae areas don't seem to be working right, so they will be out. Once I edit all the maps (but not field, already done) I will make my own.
