
Subject: Face to Face Rematch ; A new Renegade map.....

Posted by [Anonymous](#) on Sun, 08 Dec 2002 10:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Face to Face Rematch" is the follow-up to my original "Face to Face" map, it is basically the same but is tons better in terms of gameplay. FEATURES New in Rematch *More competitive compared to "Face to Face", before you're supply of tiberium was inside you're base, now it's in the middle meaning you must work harder to protect you're harvester and gain territory.*Improved FPS, which was the main problem in the previous edition.*Better graphics plus the edition of shadows.Standard Face to Face features *Tons of bots, ideal for single-players!*Full bases (excluding AGT and Obelisk,have been replaced by Guard Towers and Turrets)*And above all else it is a tried and tested map with zero errors!!!!

I ain't got any screenies but i need beta testers, e-mail Advis@generalsbase.com with the subject line "BETA TESTER" if you are interested at all.....NB: I have had to eliminate flying vehicles because i can't get thm to stay in the arena. [December 08, 2002, 12:16: Message edited by: Advis2000]

Subject: Face to Face Rematch ; A new Renegade map.....

Posted by [Anonymous](#) on Sun, 08 Dec 2002 10:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sounds like a kool map

Subject: Face to Face Rematch ; A new Renegade map.....

Posted by [Anonymous](#) on Sun, 08 Dec 2002 15:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

sounds good

Subject: Face to Face Rematch ; A new Renegade map.....

Posted by [Anonymous](#) on Sun, 08 Dec 2002 15:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sounds good, but will it be?
