
Subject: TCW_Elevation

Posted by [zunnie](#) on Sat, 01 Oct 2011 07:26:41 GMT

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I'm making a new map for TCW (yes again lol)

This time it will be quite different from what we've seen in Renegade and Tiberium Crystal War. The buildings will be seperated a bit and on elevated locations

Here some wip screenshots:

Subject: Re: TCW_Elevation

Posted by [_SSnipe_](#) on Sat, 01 Oct 2011 15:57:30 GMT

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That may be fun
