
Subject: A little fun with C&C_Mars.
Posted by [maytridy](#) on Wed, 20 Aug 2003 22:31:38 GMT
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Me and Skier222 had some fun on C&C_Mars and we got some vehicles in the tunnels. It was pretty cool!

<http://www.n00bstories.com/image.fetch.php?id=1139360640>
<http://www.n00bstories.com/image.fetch.php?id=1397163386>
<http://www.n00bstories.com/image.fetch.php?id=1044804013>

Subject: A little fun with C&C_Mars.
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 22:34:01 GMT
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It's great that you had fun doing that, but I'd rather you not post up images of how to exploit levels.

I may just open the tunnels to vehicles and create side passages in the tunnels specifically for soldiers... I don't know, it doesn't seem that big of an issue to really fix.

Subject: A little fun with C&C_Mars.
Posted by [General Havoc](#) on Wed, 20 Aug 2003 22:37:38 GMT
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If it was my map I'd like to know what bugs there are in it so I could make it better...

Subject: A little fun with C&C_Mars.
Posted by [Titan1x77](#) on Wed, 20 Aug 2003 22:54:10 GMT
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If you remake it...rename it to C&C_Sars

Subject: A little fun with C&C_Mars.
Posted by [maytridy](#) on Wed, 20 Aug 2003 22:58:14 GMT
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Quote:but I'd rather you not post up images of how to exploit levels.

I never put HOW to exploit it. So far, I think that we are the only people who know how.....

Subject: A little fun with C&C_Mars.
Posted by [Vitaminous](#) on Wed, 20 Aug 2003 23:09:02 GMT
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maytridyQuote:but I'd rather you not post up images of how to exploit levels.

I never put HOW to exploit it. So far, I think that we are the only people who know how.....

Erm, no.

Subject: A little fun with C&C_Mars.
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 23:17:25 GMT
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Titan1x77If you remake it...rename it to C&C_Sars

I already rename you to Assrammer1x77, though. Damn!

Subject: A little fun with C&C_Mars.
Posted by [Titan1x77](#) on Thu, 21 Aug 2003 00:18:51 GMT
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Assrammer is suppose to be insulting??

I think those n00bs from that other topic are rubbing off on you.

Subject: A little fun with C&C_Mars.
Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 00:29:48 GMT
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Insulting, yes and no, but quite funny nonetheless.

Subject: A little fun with C&C_Mars.
Posted by [maytridy](#) on Thu, 21 Aug 2003 00:34:02 GMT
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Quote:Erm, no.

Do you know how to?

By saying that, I meant what I didn't expose how to do it and I didn't tell anyone how to do it.

P.S. If you do, PM me with how to do it, I don't believe you.

Subject: A little fun with C&C_Mars.
Posted by [forsaken](#) on Thu, 21 Aug 2003 00:46:22 GMT
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someone trying to claim the rights for who found the exploit first?

Subject: A little fun with C&C_Mars.
Posted by [maytridy](#) on Thu, 21 Aug 2003 01:10:35 GMT
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No. I just don't understand what he was saying no to. Either the fact that only me, Skier, and probably Ack know, or the fact that I was or was not showing HOW to exploit the level.

Subject: A little fun with C&C_Mars.
Posted by [forsaken](#) on Thu, 21 Aug 2003 01:16:12 GMT
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I choose the 'he knows one' option

Subject: A little fun with C&C_Mars.
Posted by [Skier222](#) on Thu, 21 Aug 2003 01:23:05 GMT
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i also got a flamer down there.

claims to be second (Maytridy first) to find "hidden passage"
lol, jk

its fun driving stuff down there, damm rocks are to hard to see, blended into ground

Subject: A little fun with C&C_Mars.
Posted by [boma57](#) on Thu, 21 Aug 2003 01:44:35 GMT
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I know how to do it, too...It's not all too hard to figure out, simple deductive logic will suffice.

Subject: A little fun with C&C_Mars.
Posted by [Skier222](#) on Thu, 21 Aug 2003 02:50:32 GMT
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PM me and tell me how u think u can get in the tunnels.

Subject: A little fun with C&C_Mars.
Posted by [Vitaminous](#) on Thu, 21 Aug 2003 04:09:36 GMT
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Maytridy, you have been PM'ed.

Subject: A little fun with C&C_Mars.
Posted by [maytridy](#) on Thu, 21 Aug 2003 17:05:54 GMT
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Yeah. You're close. Just missing one detail.
