Subject: CnC Tiberium Cave
Posted by Titan1x77 on Fri, 28 Mar 2003 12:06:56 GMT
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map is complete...

started out as a better version of tiberium pit featuring Base Defences and Flying...turned out to be nothing like Tiberium Pit except for textures and a couple of hills remained the same.

Check it out at dantes mod exchange http://modx.renevo.com/

screens http://www.n00bstories.com/image.gallery.php?id=2478

Subject: CnC Tiberium Cave
Posted by Sir Phoenixx on Fri, 28 Mar 2003 13:34:50 GMT
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Uh nice, cave...

Subject: CnC Tiberium Cave
Posted by Deafwasp on Fri, 28 Mar 2003 17:35:20 GMT
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......Um..... *Nothing but disapointment*

lowers eyes and leaves room

Subject: CnC Tiberium Cave
Posted by Rich[HN] on Fri, 28 Mar 2003 18:00:34 GMT
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Hmmmmmmm, nice map!

When will it be out?

Subject: CnC Tiberium Cave
Posted by Titan1x77 on Fri, 28 Mar 2003 21:38:05 GMT
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umm....did you play it?

It's out now

http://modx.renevo.com/

This was just a re-work of my 1st map...it didnt have the gameplay of an regualr cnc mode map...the 1st version played out like a dm and a race to plant a beacon...This was just a fix up to make the map as playable as any other.

plus it was still designed in heightfeild....and yes i know heightfeild sux.

My next map will be all ren-x...i promise you guys will like it.

Sorry you didnt like this map....i'll keep trying

Subject: CnC Tiberium Cave
Posted by Titan1x77 on Sat, 29 Mar 2003 05:31:05 GMT
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both of you didnt even try the map out

Why would you be disapointed with screenies??

I'd respect your opinion alot more if you would please try the map 1st.