
Subject: C&C_Twilight.mix

Posted by [JeepRubi](#) on Tue, 10 Jan 2006 02:20:32 GMT

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Ok i made another map. Like tiberium wasteland, it is better than any of my previous maps. This time i did it in a mor naturale climate. The layout is fairly simple, two bases in a large grassy area. The main attraction in this map is the partially destroyed freeway that runs throughthe center. You can use the middle section to get quickly to the enemy base. If you want to be sneaky you can go around the edges which have many sniper vantage points.

Heres some screenies:

C&C_Twilight.mix

File Attachments

1) [game2 2005-12-09 21-06-41-20.jpg](#), downloaded 867 times



2) [game2 2005-12-09 21-05-14-87.jpg](#), downloaded 857 times



3) [game2 2005-12-09 21-08-13-96.jpg](#), downloaded 866 times



4) [game2 2005-12-09 21-08-50-10.jpg](#), downloaded 842 times

