Subject: [Map] C&C_Tib_Waste
Posted by roszek on Sat, 31 Dec 2011 22:09:11 GMT
View Forum Message <> Reply to Message

Just an old map of mine that I fixed up.

File Attachments

1) Shots.rar, downloaded 250 times
2) C&C_Tib_Waste.rar, downloaded 227 times

Subject: Re: [Map] C&C_Tib_Waste
Posted by Generalcamo on Sun, 01 Jan 2012 00:49:02 GMT
View Forum Message <> Reply to Message

You, umm, forgot to put blockers around the ditch.

Subject: Re: [Map] C&C_Tib_Waste
Posted by roszek on Sun, 01 Jan 2012 01:59:26 GMT
View Forum Message <> Reply to Message

Generalcamo wrote on Sat, 31 December 2011 17:49You, umm, forgot to put blockers around the ditch.

No I didn't. There isn't supposed to be any, just don't fall in.

Subject: Re: [Map] C&C_Tib_Waste
Posted by Generalcamo on Sun, 01 Jan 2012 02:59:44 GMT
View Forum Message <> Reply to Message

And watch me lag in... with a vehicle... and survive.

Subject: Re: [Map] C&C_Tib_Waste
Posted by roszek on Sun, 01 Jan 2012 13:56:23 GMT
View Forum Message <> Reply to Message

Generalcamo wrote on Sat, 31 December 2011 19:59And watch me lag in... with a vehicle... and survive.

Have fun with that; not sure the point of trying to get yourself stuck though.

Subject: Re: [Map] C&C_Tib_Waste
Posted by crazfulla on Mon, 09 Jan 2012 12:33:53 GMT
View Forum Message <> Reply to Message

roszek wrote on Sun, 01 January 2012 06:56 When I was testing it with a friend we were knocking each other in the ditch all day long; was kinda fun. lol
http://www.youtube.com/watch?v=fLrpBLDWyCI

Subject: Re: [Map] C&C_Tib_Waste
Posted by roszek on Thu, 01 Nov 2012 00:38:00 GMT
View Forum Message <> Reply to Message

Bump.

Any chance of getting this map in TT's repository? I don't think it's that bad.

Subject: Re: [Map] C&C_Tib_Waste
Posted by eatcow0 on Sun, 04 Nov 2012 23:14:21 GMT
View Forum Message <> Reply to Message

talk to zunnie about it.