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Subject: [Map] C&C\_Tib\_Waste  
Posted by [roszek](#) on Sat, 31 Dec 2011 22:09:11 GMT  
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Just an old map of mine that I fixed up.

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### File Attachments

- 1) [Shots.rar](#), downloaded 328 times
  - 2) [C&C\\_Tib\\_Waste.rar](#), downloaded 309 times
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Subject: Re: [Map] C&C\_Tib\_Waste  
Posted by [Generalcamo](#) on Sun, 01 Jan 2012 00:49:02 GMT  
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You, umm, forgot to put blockers around the ditch.

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Subject: Re: [Map] C&C\_Tib\_Waste  
Posted by [roszek](#) on Sun, 01 Jan 2012 01:59:26 GMT  
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Generalcamo wrote on Sat, 31 December 2011 17:49 You, umm, forgot to put blockers around the ditch.

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

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Subject: Re: [Map] C&C\_Tib\_Waste  
Posted by [Generalcamo](#) on Sun, 01 Jan 2012 02:59:44 GMT  
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And watch me lag in... with a vehicle... and survive.

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Subject: Re: [Map] C&C\_Tib\_Waste  
Posted by [roszek](#) on Sun, 01 Jan 2012 13:56:23 GMT  
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Generalcamo wrote on Sat, 31 December 2011 19:59 And watch me lag in... with a vehicle... and survive.

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

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Subject: Re: [Map] C&C\_Tib\_Waste  
Posted by [crazfulla](#) on Mon, 09 Jan 2012 12:33:53 GMT  
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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>

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Subject: Re: [Map] C&C\_Tib\_Waste  
Posted by [roszek](#) on Thu, 01 Nov 2012 00:38:00 GMT  
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Bump.

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

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Subject: Re: [Map] C&C\_Tib\_Waste  
Posted by [eatcow0](#) on Sun, 04 Nov 2012 23:14:21 GMT  
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talk to zunnie about it.

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