
Subject: Re: Tiberian Dawn Maps for Renegade
Posted by [sterps](#) on Sun, 02 Oct 2005 23:53:46 GMT

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Jeep Rubi wrote on Fri, 30 September 2005 17:22maps for td are very flat and only have a few cliffs. they would make for very boring maps if they were converted. And they would be a gigantic waste of time.

um, i think your a little confused, i have played many of the tiberian dawn maps in multiplayer, and the only really flat one would be the first one, green acres. The rest have there fair share of hills and mountains.
