
Subject: C&C_Dust_Storm_Redux_V2.mix
Posted by [R315r4z0r](#) on Fri, 22 Sep 2006 03:35:00 GMT
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I was over my friends house the a few weeks ago, and wanted to play a map I put up on CnC-source. Well, I go there, download the map "C&C_Dust_Storm.mix"

I played it and I'm like "o_. WTF?!?! I MADE THIS?!? THIS IS NOT A MAP IT IS McDONALDS THAT WAS THROWN INTO A SPINNING HELICOPTER PROPELER!"

So I went back, and remastered it. And I must say, 100% better than the crap-map it used to be.

anyway here: http://files.filefront.com/CC_Dust_Storm_Redux_V2mix/;5529800;/fileinfo.html

It is Version 2, cause version 1 was sort of... an internal beta test. but this one is better.

The map has less AI infantry bots than the old one, but it makes up for it with a massive AI Tank battle. (Thank you neo_vehical_AI)

The battles are intence. And I also added a secret area. Look up, down, and listen for odd sounds.

The map still uses the old terrain, but you wont notice cause of how much fun the tank battles are XD

(Removed Nod APC and replaced with Nod recon bike <-- Settings thanks to nameme99. Also Spet5 (I think his name on this forum >.>) supplied the tiberium silo modles)
