
Subject: Re: C&C_Dust_Storm_Redux_V2.mix
Posted by [cmatt42](#) on Sat, 23 Sep 2006 22:15:56 GMT
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I love this map! It has several nifty features:

Missing textures:

Something that appears to be some sort of space/time anomaly:

More missing textures:

Useless propaganda:

Ultimate Flying Semi-Hills of Unprecedented Doom™:

There's more! The "secret area" has aircraft and is located in the back of Nod's base. GDI has no such counterpart and the one in the Nod base is much too far out of reach of GDI. Nod's beacon pedestal is back there, too, unlike GDI's pedestal, which is in the front area of GDI's base.

Who doesn't love a vehicle limit of only one? To add to that, if your vehicle gets stolen from the other team, you can't buy a vehicle until you destroy or steal it back. Until then, your team is severely screwed!

Advanced infantry? Who needs them? All you have are the forces of the basics. "Oh, but you have weapon pick ups to complement the simplicity!" you may say. I say, "Screw that. You might as well give everyone Ramjet rifles with one clip when they spawn."

The dust is great and everything, but the entire mass of it coupled with the probably large group of unnecessary garbage lowers my FPS rate in ways that Glacier could not. You, sir, win the prize for such.

Yes, this map is one of the most team-biased maps I've ever played on. Thanks, razorblade001, you've made my day!

File Attachments

1) [ScreenShot49.png](#), downloaded 784 times



2) ScreenShot50.png, downloaded 800 times



3) [ScreenShot51.png](#), downloaded 779 times



4) ScreenShot52.jpg, downloaded 865 times



5) ScreenShot53.png, downloaded 769 times



6) ScreenShot54.png, downloaded 760 times



7) ScreenShot55.png, downloaded 741 times



8) ScreenShot56.png, downloaded 729 times

