Subject: C&C BasinTS is finished.
Posted by Aircraftkiller on Wed, 18 Jun 2003 01:11:52 GMT
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http://renegade.the-pitts.net/index.php?s=3c1bae0234e6305146d9c746a26e4185&act=ST&f=16&t=3238&view=getlastpost

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=====Renegade Map Readme======
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Map Name: C&C_BasinTS.mix | Version 2.0

Creator: Aircraftkiller

Email: aircraftkiller@cncrenegade.info

Theatre: Late afternoon, desert

Description: The map is set around the time between Tiberian Dawn and Tiberian Sun, the clouds are getting thicker and the climate is changing for the worst. There are three ways into the bases. Over the bridge, along the back trail, or through the basin itself. There are no base defenses in the map except for GDI Guard Towers and Nod Turrets. The Construction Yards repair your base slowly, but steadily... Until they blow up, that is. It also includes Tiberium Silos, which give you an additional credit per second. The strings.tdb file needs to go into your Renegade\data directory so that you can hear the new structures being under attack, or destroyed. Keep it there, because it corresponds with every new level I do with additional structures.

Homepage: http://www.cncrenegade.info ; http://www.cncden.com