Subject: [maps] CityX-Series - City2 and City3
Posted by DL60 on Fri, 08 Aug 2008 06:49:16 GMT
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So I'm finally done with this - It took me while to make a new version especially when I don't have so much time for things like this but I got some helpers^^

The CityX-Series is a mappackage which contains four new maps which will be also included in the TT-patch:
   -C&C_City2   v1.2
   -C&C_City2_flying   v1.2
   -C&C_City2_extended   v1.0
   -C&C_City3   v1.0

 # City2 & City2_flying

City2 is map like Westwoods original City-Map. The graphics and the gameplay are like the original. The important change from 1.1 to 1.2 is the VIS system.

 # City2_extended

As the name says there are some additional things in this map:

   -Tiberiumsilos
   -Helipads
   -Recon-Bike, TOW-HumVee, Rotable MRLS
   -Flaraks

 # City3

This a small infantry-only map. Each base consists of barracks/hon, powerplant and refinery. Every base has one main entrance for the harvester and two tunnel entrances. The harvesters respawn at their refinery unloadstation after destruction.

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http://deathlink.ut-ccr.de/maps/CnCCityXSeries.zip