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Subject: [MMN] Fan Map Night!

Posted by [kawolsky](#) on Mon, 04 Aug 2003 17:04:14 GMT

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BeanyheadkawolskyAircraftkillerC&C\_Carnage-Club\_Xtreme.mix - [DOWNLOAD] - No visibility rendering, poor FPS, weird gameplay...

C&C\_DMCenter.mix - [DOWNLOAD] - getting stale

C&C\_Caverns.mix - [DOWNLOAD] - It's obvious that this was made during the first five months of the Renegade tools being released, which means it sucks in almost every aspect.

C&C\_Lunar\_Landing.mix - [DOWNLOAD] - horrible, all people do is dick around in the Recon Bikes while GDI owns their base...

C&C\_Hangmans\_Canyon.mix - [DOWNLOAD] - no visibility, non-imaginative gameplay setup, overall balanced towards Nod in a very annoying way...

C&C\_Glacier\_flying - too many tunnels,easy to get into bases,lots of bugs

Don't make a flame war here, Aircraftkiller has just stated his opinion on a few maps.

he stated all the things wrong with the maps ,notice there are no compliments

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