
Subject: Tiberium pit 3 is completed

Posted by [Titan1x77](#) on Mon, 25 Aug 2003 09:54:08 GMT

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Tiberium Pit 3,---final release

SPECIAL THANKS TO:NeoSaber(Exploding Silo's) Dante (scripts,defense fort),Halo38(teleporter models),Orcapilot26(tiberium crystals)Aircraftkiller(strings.tdb)

Map Name: C&C_Tiberium_pit_3

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Setting: Tiberium infected planet..years after Tiberian dawn

Description: Teleporters take you out to old running silo's still storing tiberium from years ago...bases have been revamped and and GDI has countered nod's recons with one of their own...although it's not as fast ,it has more armor then it's counterpart.Silo's give an extra credit per second and is important to have those extra credits,due to raised prices in aircraft(increase in health/armor)

Hope you guys enjoy it...Put alot of hard work into this map,and it is by far one of the nicest maps Ive put together....onto some recon racing maps now