
Subject: C&C_Big Walls (Betatesters needed)

Posted by [Sk8rRIMuk](#) on Mon, 10 Mar 2003 00:47:18 GMT

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Downloading as we speak.

EDIT: I have just played it and the first thing I noticed was it seemed to be influenced by C&C Walls (as said before) and certain walls from RA2...

It seems to be a good place for a sniper game as it has very high walls with structures at the top that resemble pill boxes (have no idea of the proper name for these)...

The tunnels have a nice glow to them which shows you which side you are going to come out on...

The tiberium fields are nice I always like to see things that have been modified rather than sticking with the original...

Like walls the focal point is the structure in the center in this level unfortunately you are not able to clamber up on top, it has a better tunnel system inside though...

I could keep going on about this mod but I do not want to completely spoil it for you so download it and take a look for yourself.

-Sk8rRIMuk
