
Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Deafwasp](#) on Tue, 28 Oct 2003 11:26:32 GMT
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lol, you just added light base defenses..... 3 sam sites each base and 2 turrets for nod, 2 gaurd towers for GDI. and you sunk them into the ground so there is a brown shingle roof of the gaurd tower just sitting on the ground.

I thought there were big changes. But it is a little better than the original Walls... But I dunno. I would have to play it online, which I have yet to do.

I think its funny that this is Version 3.
