
Subject: Titan's maps vs ACK's maps (split off)

Posted by [OrcaPilot26](#) on Sun, 15 Feb 2004 21:33:02 GMT

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AircraftkillerAnd with the time you spent writing that post, you could have done the same thing.
:rolleyes:

Unfortunately not, I have no idea how Renegade gameplay actually works, and couldn't design a map with such strategic elements that Titans maps lack. So if I tried to make KOTH_Islands, it would be very much the same.
