
Subject: Titan's maps vs ACK's maps (split off)
Posted by [Alkaline](#) on Mon, 16 Feb 2004 05:10:11 GMT
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AircraftkillerI think you're assuming shit because that's all you're capable of doing.

1. "Tib pit 3" is a sorry piece of shit. It took him three tries to get a "tiberium pit" to where it is and it STILL sucks. Nothing but huge, open space, with no cover. Like Terrace, just as bad. Anyone can do that. And they have.

How many times did you redo glacier? Ohh ya 4 fucking times and it still has bugs!!! At least tib pit 1, 2 and 3 are fairly different from each other. Part of tib pits uniqueness is the open space, it's hell of a lot better than that cow crap infested "mars"

Anyway if you wanna talk about open space, all your renegade maps are crappy "open space" and anyone can do that, but so far Titan's have been the best at doing it

I may be a little bastard when I post, BUT YOU'RE A BIG BASTARD AT LIFE.
