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

Posted by [msgtpain](#) on Sat, 21 Feb 2004 00:16:25 GMT

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Aircraftkiller

You go "when was the last time you saw Tiberium in real life?" This isn't based on real life, it's based on Command & Conquer from 1995. As I said, PLAY THE GAME, same with Stealth Tanks and the rest of the vehicles, most of the soldiers were just invented.

And this is all stemming from YOUR criticism:

Quote:3. When was the last time you saw 2 foot high hills all over the place, by an ocean, made of completely smooth dirt?

So, please tell... Were there, or were there not 2 foot high hills of completely smooth dirt all over the place, by and ocean in the original C&C which was released in 1995.

Secondly, do EVERY one of your maps, contain terrain, landscaping and textures that can be proven to have links or ties to the original C&C which was released in 1995.

This is why we all say your arguments are bullshit, and mean nothing. YOU argue that his "dirt" doesn't look real.. Then WE argue that "tiberium" doesn't look real.. Then YOU argue that we're all stupid because of course tiberium was included in the original C&C.. You COMPLETELY redirect the focus from your hypocrisy, to our ignorance of 1995's C&C.. so which is it? are we arguing about things being compared to real life, or compared to the original C&C.