
Subject: C&C_Egypt

Posted by [Titan1x77](#) on Thu, 25 Mar 2004 02:26:43 GMT

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drkhazeTitan, the terrain does seem a bit too spacious... you remember some of the games on the Pits with C&C Terrace. Maybe more rocks and shit to hide around, and try to avoid creating areas snipers could camp out with a big advantage.

The SS's dont show all the nice cover thats in this map...Ive learned from my mistakes and if your tank blows up there will be a place to take cover then hit a tunnel to return to the base without being killed.

The map isnt as large as you would think either....from 1 base to the other is about the same as CnC Under
