Subject: C&C_Egypt
Posted by Alkaline on Thu, 25 Mar 2004 15:08:24 GMT

Aircraftkiller
I based my work around the intended gameplay of Renegade and had a lot of memorable times playing it over the course of two years.

Non of the maps you made reflect what the developers/designers of renegade wanted. They are too open, too simple maps and gernally have bases facing directly each other with something in the middle be it a brige, a hill, a river or something else.

I'm sorry but the inteded gameplay of renegade is what it currently is, your way of playing renegade is what you create, but don't go on parading that your maps is how renegade should have been made to play like because non of the WW maps bare any resemblance to your work (that you made on your own) :rolleyes: