
Subject: C&C_Egypt

Posted by [Titan1x77](#) on Sun, 28 Mar 2004 22:20:03 GMT

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tooncyA base like that in C&C would need like 5 power plants to keep online, and when you destroy one power plant in this map, the power doesn't go out. It's hard to believe that a base like that could be powered with two power plants, but one!?!?

but when you destroy one a Base defense goes down....what would be the point of 2 pp's if 1 was killed the whole base went offline?

Anyways....map has been fixed(OB's weren't firing properly)

<http://titan.renstation.net/map17.html>

to save any future conflicts from happening...I renamed it...delete or keep or do whatever you want with C&C_Egypt

Map's name is now C&C_Cairo

Nice review Geno...Thanks for actually taking the time to go thru the map and write out a nice review of it
