
Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Mon, 10 Feb 2003 08:46:00 GMT
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Screenshots: OneTwoThreeFour

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Mon, 10 Feb 2003 10:40:00 GMT
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Looks nice!

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Mon, 10 Feb 2003 10:43:00 GMT
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You can push the harvesters into the lava chasm too [February 10, 2003, 10:46: Message edited by: PiMuRho]

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Mon, 10 Feb 2003 15:33:00 GMT
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I like the map =>2 screenshots i made
=ohttp://www.n00bstories.com/image.fetch.php?id=1060986703http://www.n00bstories.com/image.fetch.php?id=2113417584

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Mon, 10 Feb 2003 21:57:00 GMT
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I like the building in that map. What's a gigantomachy?

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Mon, 10 Feb 2003 23:46:00 GMT
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The building is my logo . I use it in every map I make, It's also tattooed on my back.A Gigantomachy is a war between giants, so the name is quite well suited to C&C

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Tue, 11 Feb 2003 01:41:00 GMT
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Honestly, that makes no sense. Why would anyone build a structure directly over a fault line, much less over a chasm full of lava?

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Tue, 11 Feb 2003 02:09:00 GMT
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The fissure opened up after the building was placed, which is why it's abandoned, and explains the holes in the roof. It's a game. Who would build a base inside a giant glacier? Why would anyone build a base so close to the opposition? Why are all the bases in completely enclosed areas? Who cares (except you)? Fun > Realism [February 11, 2003, 02:15: Message edited by: PiMuRho]

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Tue, 11 Feb 2003 02:35:00 GMT
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As an addition to that, how many of the Westwood maps make sense? Look at Complex. Did the underground part already exist? If so, why would the two sides build a base either side of it? If it didn't pre-exist, did GDI and the Brotherhood work together to build an underground tunnel complex just to connect their two bases? Same applies to Islands. Maps don't have to make sense. In the majority of cases, they can't make sense, mainly due to the fact that you have to impose physical boundaries at the limits of the map. So unless GDI and Nod are prone to building bases in geographical enclaves, where they can have no influence whatsoever on the outside world (and where flying vehicles can't fly over these boundaries), then what purpose do any of these bases serve within the C&C universe? It just doesn't stand up to close inspection, does it?

Subject: C&C Gigantomachy - revision 2
Posted by [Anonymous](#) on Tue, 11 Feb 2003 11:16:00 GMT
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I wasn't being that literal. It looks as if someone had built the structure over the chasm, which looked just a bit too unbelievable to me.
