
Subject: Test out my map C&C_bisen_rushmap
Posted by [bisen11](#) on Mon, 05 Apr 2010 03:34:31 GMT
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It's pretty close to finish. It's a fairly small map with 2 main areas and several bots for both sides. GDI is storming nod and nod is on the defence. I wanted to have it so you ion HON at end but for strange reasons the HON screwed up, so instead you're beaconing a toilet. Cuz, I mean, if nod loses their only toilet, how could they possibly defeat GDI? Also, there's a small secret area at 0, 0, 0 so you can get there with an unteamed player or if you can figure out the sneaky way with gdi/nod.

Let me know what you think.

http://www.mediafire.com/file/m1ehz0juzne/C&C_bisen_rushmap.zip
(first time I've used this hosting site, so hopefully it works)

Subject: Re: Test out my map C&C_bisen_rushmap
Posted by [crazfulla](#) on Mon, 05 Apr 2010 04:47:38 GMT
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clicked download link and got "you must complete this offer to continue"

FAIL.

use rapidshare.

Subject: Re: Test out my map C&C_bisen_rushmap
Posted by [bisen11](#) on Tue, 06 Apr 2010 02:43:08 GMT
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http://rapidshare.com/files/372498516/C_C_bisen_rushmap.zip.html

Try it out. Apparently it can be downloaded 10 times.

Subject: Re: Test out my map C&C_bisen_rushmap
Posted by [liquidv2](#) on Tue, 06 Apr 2010 05:57:33 GMT
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bisen11 wrote on Sun, 04 April 2010 22:34 I wanted to have it so you ion HON at end but for strange reasons the HON screwed up, so instead you're beaconing a toilet.
you've caught my attention

edit, it downloaded just fine for me

Subject: Re: Test out my map C&C_bisen_rushmap
Posted by [crazfulla](#) on Tue, 06 Apr 2010 06:19:12 GMT
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terrain is a bit simple, but the bots are a lot of fun
