Subject: C&C Walls Series
Posted by blackhand456 on Fri, 19 Mar 2004 03:04:36 GMT
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For all the fans of the C&C Walls series. I've decided to make a map similar to walls but the way i want it. If anyone didn't like anything about Walls let me kno and ill be sure to channge that part. Also if anyone wants to help with this map leme kno.

Subject: C&C Walls Series
Posted by maytridy on Fri, 19 Mar 2004 19:38:28 GMT
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You should make some side routes that plug into the side or back of the bases, other than just the two man paths around the big cliff that lead up to the front of the bases.

Subject: C&C Walls Series
Posted by blackhand456 on Fri, 19 Mar 2004 22:41:17 GMT
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actually im makin my own so i was just wonderin what to put in it. also, i was thinkin about the tunnels and might do caves or sumthin.

Subject: C&C Walls Series
Posted by maytridy on Fri, 19 Mar 2004 22:58:45 GMT
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Yeah, tunnels going under the center of the map would be cool.

Subject: C&C Walls Series
Posted by blackhand456 on Fri, 19 Mar 2004 23:45:21 GMT
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maytridyYeah, tunnels going under the center of the map would be cool.

like in hourglass?

Subject: C&C Walls Series
Posted by maytridy on Sat, 20 Mar 2004 03:45:34 GMT
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Yeah, but with a C&C_Complex style, you know what I mean?

Subject: C&C Walls Series
Posted by blackhand456 on Sat, 20 Mar 2004 23:52:33 GMT
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maytridyYeah, but with a C&C_Complex style, you know what I mean?

yea but i cant get it exactly like it tho

Subject: C&C Walls Series
Posted by maytridy on Sun, 21 Mar 2004 02:00:42 GMT
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You don't have to, just make a lot of confusing tunnels and catwalks.

Subject: C&C Walls Series
Posted by kooleo on Wed, 05 May 2004 01:16:21 GMT
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Blackhand456 i liked ur idea in school, when u make the tunnels (or atemp too) i think that u
should make alot of cover.

Subject: C&C Walls Series
Posted by Spice on Wed, 05 May 2004 03:53:45 GMT
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I got my own sperate walls project going. Except is the same thing as walls flying except a few
added changed I did myself