
Subject: C&C_Twilight.mix

Posted by [JeepRubi](#) on Tue, 10 Jan 2006 02:20:32 GMT

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Ok i made another map. Like tiberium wasteland, it is better than any of my previous maps. This time i did it in a more natural climate. The layout is fairly simple, two bases in a large grassy area. The main attraction in this map is the partially destroyed freeway that runs through the center. You can use the middle section to get quickly to the enemy base. If you want to be sneaky you can go around the edges which have many sniper vantage points.

Here are some screenies:

C&C_Twilight.mix

File Attachments

1) [game2 2005-12-09 21-06-41-20.jpg](#), downloaded 547 times



2) [game2 2005-12-09 21-05-14-87.jpg](#), downloaded 539 times



3) [game2 2005-12-09 21-08-13-96.jpg](#), downloaded 549 times



4) [game2 2005-12-09 21-08-50-10.jpg](#), downloaded 529 times

