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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 21:36:22 GMT  
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<http://www.cncden.com>

The Snow image link is broken, but is getting fixed.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [General Havoc](#) on Tue, 19 Aug 2003 22:14:11 GMT  
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Just played mars in singleplayer LAN to look around and it's great. The bases are futher away than I first thought. I love the music in the background. The GDI com center is also good, nice interior. There is a big glitch in the map with the Construction yards. It doesn't look like VIS glitches but like your looking through a culled backface. I'm sure it's simple to fix, check the screens on the server below.

[http://www.btinternet.com/~glenn\\_Hunt/mars/](http://www.btinternet.com/~glenn_Hunt/mars/)

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 22:21:16 GMT  
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You're using the wrong version of Basin. Either delete the Basin mix file or bring in the BasinTS version.

Or you can upgrade Basin to the latest version which is on C&C Den. It has a ramp instead of an elevator, which is how I know you're using the wrong version. I can almost guarantee that the vis issues are because of the wrong Basin version.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [General Havoc](#) on Tue, 19 Aug 2003 22:23:44 GMT  
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Ah that would be why. I did have the latest version but i installed a renbattle map pack with basin in, it probably overwrote the newer one i had installed. Thanks, I'm sure some other people may come across this problem too.

A question - What happens if the server is running the version with the ramp and the clien happens to be running the older one with the elevator? Will the server attempt to throw them out as it doesn't think the location is valid?

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 22:39:19 GMT  
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You just can't find your way out of the CY, that's all that happens.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [maytridy](#) on Tue, 19 Aug 2003 22:47:13 GMT  
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Yeah, that happened to me.

I couldn't get out of the CY.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Try\\_lee](#) on Tue, 19 Aug 2003 22:56:20 GMT  
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Nice maps.

Both look good and snow will be utter chaos in servers of 20 players or more. One thing though, in the middle of snow there's an infantry only part that reminds me of the single player ship level. Did you use textures from there or am I going crazy?

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 23:02:33 GMT  
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The middle part is the ship interior, yes.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Demolition man](#) on Tue, 19 Aug 2003 23:04:20 GMT  
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IMO for mars you can better use the buildings used for flying because you can jump to most spots now anyway.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 23:05:30 GMT  
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Yes, but it's more fun when you have to use your brain to figure out where you can jump to get up

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somewhere, instead of having a ramp that gives you access.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Wild1](#) on Wed, 20 Aug 2003 00:59:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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The Advanced CC's are lit up like Christmas trees.

I have to complement you on how well C&C Mars is done.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [boma57](#) on Wed, 20 Aug 2003 01:06:09 GMT  
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1. The terrain textures on C&C\_Mars are too repetitive.
  2. A large majority of the terrain on C&C\_Mars is too flat. Even if the real Mars may have large areas that are flat, it's not aesthetically pleasing as a level. I could model some plains from Kansas and make them accurate, but it would be horrible as a graphically satisfying level. Make the map accurate, but accurate to a more interesting part of Mars.
  3. The real terrain of Mars is sandy with rocks, not rocky with sand. Your base texture is a rock, and you've only got small patches of sand. Obviously it's understandable not being able to include accurate amounts of rock, but you should have made the terrain accurately sandy.
  3. There's a missing texture in the GDI Communications Center.
  4. The tunnels in Mars are too boring to walk through with infantry, it takes over twice as long to get to the base through the tunnels rather than above ground. Allow vehicles in them.
  4. You can tunnel beacon the GDI War Factory into yellow health on Snow.
  5. This one speaks for itself.
- 

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [England](#) on Wed, 20 Aug 2003 01:25:43 GMT  
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Snow, i like, it could be interesting  
Mars, i do not like, taximes summed it up, its very plain, and doesnt really give a 'Mars' like feel.

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Subject: C&C Snow and C&C Mars up for download.

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Posted by [boma57](#) on Wed, 20 Aug 2003 01:39:54 GMT

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I like it, I was just pointing out the things that could be better.

---

Subject: C&C Snow and C&C Mars up for download.

Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 01:50:17 GMT

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Taximes1. The terrain textures on C&C\_Mars are too repetative.

Of course. Look at something from the soldier's point of view and it isn't too repetitive. Horrible tiling is when you have a UVW map across a level that's just too large and makes you feel like you're in that "Honey, I Shrank the Kids" movie.

Quote:2. A large majority of the terrain on C&C\_Mars is too flat. Even if the real Mars may have large areas that are flat, it's not aesthetically pleasing as a level. I could model some plains from Kansas and make them accurate, but it would be horrible as a graphically satisfying level. Make the map accurate, but accurate to a more interesting part of Mars.

No, you're looking at graphics only. I'm looking at both graphics and gameplay. There's three main routes to get to each base - you go through the center, which is relatively flat, through the right side by the Advanced Communications Center, which is lower and provides infantry cover, or you go to the left side, which is the high-ground and provides a large area to hide as you traverse the level to the enemy base.

That image you provided is an inaccessible area, and it's rather pointless to give it a lot of detail. The polygon count already exceeded 20,000 and I'd rather keep it around 20,000-21,000.

Quote:3. The real terrain of Mars is sandy with rocks, not rocky with sand. Your base texture is a rock, and you've only got small patches of sand. Obviously it's understandable not being able to include accurate amounts of rock, but you should have made the terrain accurately sandy.

Not everything in Mars is sandy with rocks. The terrain texture itself isn't really rock, but more along the lines of hard dirt. There's a lot of sand areas, soft impact cracked sand, and other assorted areas.

Quote:3. There's a missing texture in the GDI Communications Center.

I'm almost positive that was fixed considering the texture is in there.

Quote:4. The tunnels in Mars are too boring to walk through with infantry, it takes over twice as long to get to the base through the tunnels rather than above ground. Allow vehicles in them.

If vehicles go in them, it kills the purpose of having an infantry only area, you know. While it may take longer to traverse the level through the caverns, there is no danger from vehicles and there are also weapon spawners below ground.

Quote:4. You can tunnel beacon the GDI War Factory into yellow health on Snow.

Not fixing it because beacons are supposed to have a damage radius. We all know this.

Quote:5. This one speaks for itself.

I don't see anything wrong with it.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [warranto](#) on Wed, 20 Aug 2003 02:30:23 GMT  
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I think the maps are well done. I didn't go into too much eperimenting with the levels, but a couple of things I noticed with Snow.

First when your GDI, using the tunnel to get to Nod, you can't go up the edges on the Nod side of the tunnel. You end up getting redirected and slide back down. And two, the MRLS reload sound is awful. It sounds like a sound error happened during the recording, it's just a loud electronic buzz.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 02:46:53 GMT  
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Actually, it sounds like missiles being loaded out of canisters. That's the exact sound.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Wild1](#) on Wed, 20 Aug 2003 03:13:21 GMT  
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When I jump from the top of the infantry structure in Snow, I take no damage. Is it supposed to do that?

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [warranto](#) on Wed, 20 Aug 2003 03:30:52 GMT  
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AircraftkillerActually, it sounds like missiles being loaded out of canisters. That's the exact sound.

lol, ok then. I didn't realize that. Still sound awful though. I feel sorry for the techicians that operate them now.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [General Havoc](#) on Wed, 20 Aug 2003 08:21:26 GMT  
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Yeah I loaded up the map on my other PC and it sounds terrible with the MRLS reloading. On my PC that has an Audigy running Creative EAX 2 it sounds fine. Must be just something about the recording of it.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Titan1x77](#) on Wed, 20 Aug 2003 09:03:44 GMT  
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Im sorry for ever commenting on anything youve done in the past...now youll seem like its just a normal negative post but,....

These maps are not up to your Standards....Mars??..Why did you ever waste your time on that pile of horribly Textured garbage....The alpha blend in areas looks like crap...It's repeditive all around,Gameplay with 8 players was a joke...Ramps should of been added instead of trying to jump thru Laggy condtions to get to a beacon on top of a structure...I'll stop and move onto snow....

Snow was fun for the whole 5 mins it lasted.....atleast it was interesting,a bit bright,Kind of glad it only lasted 5 mins.

Stick to WW maps,Maybe a MesaTS or a Cityflying version 1.6 is in order

:rolleyes:

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Blazea58](#) on Wed, 20 Aug 2003 10:11:13 GMT  
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This map just makes me aggravated, exasperated, perturbed, put out, riley, upset, uptight, worked up, wrought (up); angered, enraged, incensed, infuriate, infuriated, maddened, sore, vexed; orey-eyed, red-faced, wild-eyed..

Im foaming at the mouth, hot under the collar, in a taking, in a temper (or rage), mad as a hornet (or wet hen) when i play this map..

The map was crazy, daft, demented, deranged, and unbalanced.

I was going delirious and started to notice the changes in the map were put in by someone who is a damfool, donkey, imbecile, jackass, jerk, nincompoop, ninny, feeb, half-wit, imbecile, moron, natural, simpleton, and zany.

It makes no sense you dullard, dullhead, dumbbell, ||dummkopf, dummy, ignoramus, moron, simpleton, stupid

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [General Havoc](#) on Wed, 20 Aug 2003 10:17:03 GMT  
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I take it you didn't find the map acceptable, ace, admirable, agreeable, capital, choice, commendable, congenial, deluxe, excellent, exceptional, favorable, first-class, first-rate, gnarly, gratifying, great, honorable, marvelous, neato, nice, pleasing, positive, precious, prime, rad, sterling, stupendous, super, superb, supereminent, superexcellent, superior, tip-top, valuable, welcome, wonderful, worthy ?

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Vitaminous](#) on Wed, 20 Aug 2003 16:29:14 GMT  
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LOL! I see that someone forgot about the MUTANT extras, and the TIBERIUM killzones! LMFAO, it heals you!

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Krazyfoxx](#) on Wed, 20 Aug 2003 18:00:26 GMT  
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Were they handing out Thesaurus' at grade school today or what?

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [boma57](#) on Wed, 20 Aug 2003 18:42:34 GMT  
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KrazyfoxxWere they handing out Thesaurus' at grade school today or what?

I don't know, I'm confused, baffled, perplexed, bewildered, disconcerted, flustered, dazed, abashed, doubtful, befuddled.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 18:45:29 GMT  
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Titan1x77Im sorry for ever commenting on anything youve done in the past...now youll seem like its just a normal negative post but,....

These maps are not up to your Standards....Mars??..Why did you ever waste your time on that pile of horribly Textured garbage....The alpha blend in areas looks like crap...It's repeditive all

around,Gameplay with 8 players was a joke...Ramps should of been added instead of trying to jump thru Laggy conditons to get to a beacon on top of a structure...I'll stop and move onto snow....

Snow was fun for the whole 5 mins it lasted.....atleast it was interesting,a bit bright,Kind of glad it only lasted 5 mins.

Stick to WW maps,Maybe a MesaTS or a Cityflying version 1.6 is in order

:rolleyes:

Good! Then we won't have to bear the discomfort of playing with a degenerate like you.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Halo38](#) on Wed, 20 Aug 2003 18:58:58 GMT  
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Titan1x77Im sorry for ever commenting on anything youve done in the past...now youll seem like its just a normal negative post but,....

These maps are not up to your Standards....Mars??..Why did you ever waste your time on that pile of horribly Textured garbage....The alpha blend in areas looks like crap...It's repeditive all around,Gameplay with 8 players was a joke...Ramps should of been added instead of trying to jump thru Laggy conditons to get to a beacon on top of a structure...I'll stop and move onto snow....

Snow was fun for the whole 5 mins it lasted.....atleast it was interesting,a bit bright,Kind of glad it only lasted 5 mins.

Stick to WW maps,Maybe a MesaTS or a Cityflying version 1.6 is in order

:rolleyes:

As you have said to me in the past....

Where is the WOW factor? I don't see any in either snow or mars?? :tellme:

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 19:25:10 GMT  
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I don't know, "wow effects" vary from person to person. Can't please everyone.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Titan1x77](#) on Wed, 20 Aug 2003 19:48:10 GMT  
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Playing??...you think these will get hosted anywhere??

Oh I get it....These are role playing maps.

Geuss this will atleast WOW effect somebody :rolleyes:

...  
maybe

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 19:50:10 GMT  
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Looks like they're already hosted from what I can tell. The response to them, besides you and Blazea58, has been overwhelmingly positive.

But you already knew that.

---

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Titan1x77](#) on Wed, 20 Aug 2003 20:04:24 GMT  
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AircraftkillerLooks like they're already hosted from what I can tell. The response to them, besides you and Blazea58, has been overwhelmingly positive.

But you already knew that.  
Well der...Test servers,Im talking about a real server  
Yea, Post something I dont know..."Idiot"

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 20:52:09 GMT  
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Ask yourself this - how many servers host anything you've made, besides that Renbattle n00b server?

None, and it'll likely stay that way.

---

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Subject: C&C Snow and C&C Mars up for download.

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Posted by [Duke of Nukes](#) on Wed, 20 Aug 2003 21:05:55 GMT

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actually, my server is going to be hosting some of titans once I get it up and running...and I'm currently trying to get Silent Dawn running on the BCServ 24 player server instead of BunkersTS because, lets face it, GDI wins over 80% of the time on that map.

the only good thing about Mars was the jump, and you made it laggier than on the Matrix Mod. Snow I thought was pretty good...it wasn't as bright as Alpine so that was good. It was very basic which didn't give you enough time to set up proper defenses from a rush.

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Subject: C&C Snow and C&C Mars up for download.

Posted by [Infinint](#) on Wed, 20 Aug 2003 21:06:59 GMT

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im not saying this is a bad map im just saying its not worthy of the name mars. first of all you can jump that high even if there is only 1/3 the gravity of earth. also there are only small patches a 5 or 6 rocks every once in a while when really the ground should be covered in rocks:

this panoramic taken by the path finder landing craft is about 5 ft off the ground showing that rocks are spaced about 1 foot to 2 feet apart and are ranging from 6 to 1 foot tall, with a few boulders here and there. the texturing looks repetitive from the soldiers point of view when they're looking down into the canyons, that can be fixed very easily. also the textures don't blend well, you have patches of just gray in the red mars dirt here and there which looks odd, and the texturing from the soldiers point of view on the ground also looks somewhat repetitive, which can also be fixed easily. also have you thought about making the tunnels let vehicles into them like on C&C\_canyon and have a part off to the side or tunnels that branch off that only soldiers can enter. this is just a suggestion, why don't you make a time limit script for some of the infantry because although mars air is breathable you can't last very long in it maybe only 20 minutes.

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Subject: C&C Snow and C&C Mars up for download.

Posted by [Titan1x77](#) on Wed, 20 Aug 2003 21:49:57 GMT

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Aircraftkiller Ask yourself this - how many servers host anything you've made, besides that Renbattle n00b server?

None, and it'll likely stay that way.

That Renbattle "noobless" server is one of the finest running fan map servers out...Pits doesn't even host fan maps anymore, besides it's been dead there for the past 2 weeks.

A few other servers host Silent Dawn, and High Noon...and a lot of places host Prison camp...

so I asked myself and came up with a different answer than you had...maybe you should try some of these other servers.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 21:57:26 GMT  
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Duke of Nukesactually, my server is going to be hosting some of titans once I get it up and running...and I'm currently trying to get Silent Dawn running on the BCServ 24 player server instead of BunkersTS because, lets face it, GDI wins over 80% of the time on that map.

the only good thing about Mars was the jump, and you made it laggier than on the Matrix Mod. Snow I thought was pretty good...it wasn't as bright as Alpine so that was good. It was very basic which didn't give you enough time to set up proper defenses from a rush.

<http://renegade.the-pitts.net/mapstats.cfm>

C&C BunkersTS  
GDI 202 wins

C&C BunkersTS  
Nod 170 wins

Thank you, come again, idiot.

---

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2003 22:01:07 GMT  
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Quote:A few other servers host Silent Dawn,and High Noon...and alot of places host Prison camp...

Oh, wait, lets see... "Silent Dawn" is just the shittier version of "High Noon" whereas Prison Camp isn't even yours. Big fucking deal, you added some spawners and weapons to a pre-existing level.

The other levels you did aren't even worth mentioning, are they?

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [boma57](#) on Wed, 20 Aug 2003 22:47:43 GMT  
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Infinitalso the are only small patches a 5 or 6 rocks every once and a while when really the ground should be coverd in rocks:

If each rock was three polygons which would be the bare minimum, that's well over 1,000 polygons.

You have to make sacrifices as far as that goes, or find an optical illusion to accomplish the same

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effect (non-clipping alpha grass).

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Infinint](#) on Wed, 20 Aug 2003 22:53:53 GMT  
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you could still fit more rocks on that map....

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Duke of Nukes](#) on Wed, 20 Aug 2003 23:48:52 GMT  
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Aircraftkiller<http://renegade.the-pitts.net/mapstats.cfm>

C&C BunkersTS  
GDI 202 wins

C&C BunkersTS  
Nod 170 wins

Thank you, come again, idiot.

Believe it or not ACK, but my world doesn't revolve around the Pitts. According to the black-cell servers, GDI wins 83% of the time on BunkersTS. These, being the servers I play in, are the only stats I care about.

Meanwhile, GDI wins between 40-60% on all WS maps we have in the rotation, and on River Canyon, GDI has won 42% of games. I personally like River Canyon, though it, Gobi and Sand are the only maps of yours I like.

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 00:01:53 GMT  
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That's because your servers are full of idiots. I've played there around 50 times and my kill\death ratio is huge, with 224 deaths and over 1,200 kills.

I'd normally get less kills than that with a bit more deaths, but nope... Face it hoss, you cater to the idiots. The Pits has a lot of great players and that's why the stats show the level is balanced. After almost 400 games on the level, with the stats almost totally balanced, it means I did something right.

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Subject: C&C Snow and C&C Mars up for download.

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Posted by [Duke of Nukes](#) on Thu, 21 Aug 2003 00:33:46 GMT

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ACK, if everyone is an idiot, wouldn't that mean that the sides are evenly matched? Logically, if everyone is a moron, then it should be a stalemate. And we do bow before the Pitts because only the most elite of the elite are allowed to play there. ALL WORSHIP THE PITTS BECAUSE ACK PLAYS THERE.

---

Subject: C&C Snow and C&C Mars up for download.

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 00:35:07 GMT

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It just means your players have a less-than-average ability to use their minds for anything but jacking off.

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Subject: C&C Snow and C&C Mars up for download.

Posted by [Duke of Nukes](#) on Thu, 21 Aug 2003 00:36:30 GMT

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sounds like someones just a little bit pissed because of this:

```
<mvz22685> !kick-stats tankcmdr6
```

```
tankcmdr6 has been kicked 1 time(s) : (ban) Scrumfy - OOPS - 18/08/2003 21:35:00
```

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Subject: C&C Snow and C&C Mars up for download.

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 00:38:05 GMT

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Sounds like you're full of shit. The only thing I'm upset about is that I can't go back there and get a few thousand more kills.

---

Subject: C&C Snow and C&C Mars up for download.

Posted by [Duke of Nukes](#) on Thu, 21 Aug 2003 00:42:26 GMT

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---

ACK, I'm dissappointed in you...though I should have expected that from you.

---

Subject: C&C Snow and C&C Mars up for download.

Posted by [Speedy059](#) on Thu, 21 Aug 2003 04:04:34 GMT

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I don't even know ACK, but he sounds like a jerk....and yes ACK Titan's maps will be played...just waiting for new version of br.net 1.3

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Infinint](#) on Thu, 21 Aug 2003 04:06:02 GMT  
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ACK, aircraftkiller, creator of C&C\_Glaser

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Ferhago](#) on Thu, 21 Aug 2003 04:55:19 GMT  
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Great background music. Gotta love ace combat. Damn those games are good

---

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Subject: C&C Snow and C&C Mars up for download.  
Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 05:05:59 GMT  
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speedy059I don't even know ACK, but he sounds like a jerk....and yes ACK Titan's maps will be played...just waiting for new version of br.net 1.3

Ah, so you enjoy "Stealth Recon Bikes" and "GDI Recon Bikes" along with "Stealth Sedans?"

---