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Subject: C&C Mines is released!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 10:28:00 GMT

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Head here for screenshots: [http://www.cncden.com/ren\\_mines.shtml](http://www.cncden.com/ren_mines.shtml)Head here for the download: [http://www.cncden.com/ren\\_ackmaps.shtml](http://www.cncden.com/ren_ackmaps.shtml)ENORMOUS SPECIAL THANKS TO: Mike Amerson from Westwood Studios for helping me obtain this map and other models I've dearly needed, along with kindly helping me learn how to use 3DS Max. Thanks very much to the as yet unknown author of Mines for designing this map! He did a good job on the base mesh, but since he didn't finish it, I was left to do the hard work for him. Another special thanks goes out to Chris Rubyor, also know as Delphi, for helping get these models to me and helping the modification community as a whole. We couldn't do it without you, Delphi!Map Name: C&C\_Mines.mix | Version 1.1Creator: AircraftkillerEmail: [aircraftkiller@cncrenegade.info](mailto:aircraftkiller@cncrenegade.info) Theatre: Early morning, temperateDescription: Another missing Westwood Studios map for Renegade. Features Tiberium Silos which give you one credit a second in addition to the Tiberium Refinery's two credits a second, giving you three per second. Repair Facilities are installed in the map as well. The underground Tiberium mines should provide a nice area to fight, and the civilian mining town above ground is perfect for infantry and vehicular combat.Homepage: <http://www.cncrenegade.info> ; <http://www.cncden.com>This file is the property of the creator, all rights and copyrights belong to the him. This file is exclusive to Renegade Realm and C&C Den. Do not copy, alter, or claim credit for this map without permission from the webmaster and creator.

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