
Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:50:00 GMT

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That's right folks, I finally got it done. Had to make a couple changes to get it to .mix format, but I don't think anyone will mind as soon as the rockets start flying! I did a lot of touching up in the last few hours, added a full array of signs so people aren't confused and there's now a detailed mission plan onboard the Aircraft Carrier for the attackers to review before the assault. Defenders have a much more efficient way of moving about the large base so they should always have the advantage. Hmm what else? Added a GDI PT in the Barracks (entry is located on rear wall of low deck. This way GDI can rearm half way. The only way to win is by beacon now simply because it wasn't going to happen with c4 and stay in .mix. So where do you get it?? RIGHT HERE (only 1.57mb for the fifty-sixers) Read the README for important info about mirroring, gameplay, etc. Also, please host a good server if you can, or throw the map into rotation. I need to see how it works with 10 or more people as that's what it was designed for. That's it! Get it now! If link don't work: http://evolve.havocide.com/downloads/C&C_Overlord.zip [June 19, 2002, 14:32: Message edited by: BuBaJones]
