
Subject: Bug With Core Patch 1 In C&C Seige
Posted by [t1000n1](#) on Tue, 30 Nov 2004 09:19:15 GMT
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I have just tried out the maps with cp1. And on Seige when you first start out the GDI Harvester is always stuck in the wf bay door. I destroyed it and it worked fine after that. I restarted the map three times with the same results. Btw..in that new map MutationRedux...the building explosions are awesome. Wouldn't there be some way to implement them in a future patch for the default maps? Oh and the alternate skins for the chars and vehicles too! Other than that, I love the new text and sound effects!
