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Subject: C&C Mutation Preview

Posted by --oo00o00oo-- on Fri, 30 Apr 2004 12:37:39 GMT

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dont look to much into it. im not trying to start anything. just that this time the reply that was provided actual shows insight and input on how to improve on areas of the map.

also i was wondering...i remember one map "Bio" i believe that had tiberium viens in it. i also recall reading a "land mine" tutorial, where u can make an certain area damage vehicles and not infantry. maybe by combining these 2 features u could add an extra element to your map. just a thought.

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