Subject: C&C Mutation Released
Posted by NeoSaber on Sat, 15 May 2004 18:19:00 GMT

I don't know of any mirrors right now. I might put it up on Renmaps in a few days.

m1a1_abramsGood map, but no Visceroids? A Tiberian Sun map like this would be crawling with them.

I decided not to have any AI on this map, however I'm going to start working on a version that has AI mutants in it. Visceroids should make an appearance in that version.

flyingfoxOnly 1 problem. Stolen harvesters can't actually cash in funds.

I decided to make it that Nod harvesters only work at a Nod refinery, GDI harvesters only work at a GDI refinery. If I didn't, then you could go to either refinery, whether you were GDI or Nod. Just the way the scripts work right now.