
Subject: C&C Mutation Redux released

Posted by [Slicer_238](#) on Sat, 05 Jun 2004 15:45:55 GMT

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Alright I downloaded it and played. I love the map so I went around taking screenshots of things that would make it feel like TS even more and I think I found a bug don't know but I bet it was put in there on purpose.

<http://www.n00bstories.com/image.fetch.php?id=1159319697>

First to say I think this bridge should be destroyable. That way each team only has three possible routes instead of four. One would be through the Blue tiberium, the other through the tunnel, and the last one down that little mountain path.

<http://www.n00bstories.com/image.fetch.php?id=1287227045>

I would say add more blue explosive tiberium crystals and see if it is possible to make it that when one explodes the others do a chain reaction. That way after you destroy a bridge and see a Nod or GDI rush coming this way it could be stopped for the one time show of huge explosions.

<http://www.n00bstories.com/image.fetch.php?id=1252016472>

This is the bug I think I found. I ran over the little Tiberium venus fly trap thing with my hummer and this happened.

<http://www.n00bstories.com/image.fetch.php?id=1153578046>

Don't know if thats suppose to happen but it was funny because teh first time I flew off the cliff. ^.^;
