Subject: [Map] C&C_Canyon_Falls_Fusion.mix
Posted by roszek on Sat, 31 Oct 2015 21:28:25 GMT

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This is a custom map created by me with help from Mauler.

All the Renegade vehicles have been replaced with C&C4 vehicles.

There is also a working Chronoshpere for GDI, and Nod has a mutant lab which allows Nod to buy
Mutant soldiers even if the hon is dead.

This map uses custom crates (instead of the reborn ones) which are dropped of by cargo plane.

For this map to work properly you need to install the included scripts and ssgm plugin to your
server.

The sidebar.dll (created mostly by zunnie) puts beacons on the sidebar.

Again, thanks to Matt Fabian for his great waterfall, and Hunter-Seeker for extracting and helping
to configure the vehicles.

Note: this map wont work with Dragonade.

Some Screenshots

2) Screenshot.54.png, downloaded 1161 times

3) Screenshot.55.png, downloaded 1157 times

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4) Screenshot.56.png, downloaded 1170 times

5) Screenshot.59.png, downloaded 1146 times

6) Screenshot.60.png, downloaded 1144 times

7) Screenshot.61.png, downloaded 1143 times

roszek

N

EVA

150
150

Credits: 9333
Time Remaining: 0