
Subject: [Map] Gobbling Gorge 1.1.5

Posted by [Jerad2142](#) on Sun, 03 Mar 2024 05:03:56 GMT

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Help GDI and Nod come together over Thanksgiving. Battle mutants, find secret weapons, escort friends and deliver objectives; be the true peace makers of the Tiberium war!

Version 1.1.5 makes the game easier in general, playtesting with 8 players showed that it gets stuck ion the hunting phase, thus the following changes were made:

- GDI and Nod now leave forward checkpoints during the part of the game where wild turkeys are being hunted, this helps keep some of the mutants from climbing up with the player and killing them over and over.
- Wild turkeys now move 25% slower.
- Increased the health of the Nod APC (for the escort mission) by 50%.
- Increased the heal rate of the wrench by 50%.
- Fixed the invisible blocker that surrounds the level.
- Mutant Turkey waypaths have been tweaked in hopes they get stuck a little less.

File Attachments

- 1) [Gobbling_Gorge.7z.001](#), downloaded 54 times
 - 2) [Gobbling_Gorge.7z.002](#), downloaded 52 times
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