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Subject: C&C\_Miracle\_2 released

Posted by [Goltergaul](#) on Sun, 01 Feb 2004 11:40:39 GMT

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InfinintGreat map. Although the numerous small errors and kind awkward building dieing animations it is still a very nice map. Its a large map that makes good use of tunnel placement and scenery. The ship in the middle offers good sniper advantage points.

yes there are a few little errors in the map... im already working at version 3

why its called C&C\_Miracle? i didn't foud a better one

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