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Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Fri, 14 May 2004 23:42:45 GMT

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<http://www.cnc-source.com/files/pafiledb.php?action=file&id=371>

For those that don't know, it's based on the tiberium mutated environments in Tiberian Sun: Firestorm. Nod and GDI have become trapped by an ion storm in a tiberium mutated environment. They now must struggle to survive against each other and their surroundings.

The map features the building destruction animations I've made, as well as the alternate models that were in SeasideCanyon. Players can buy a harvester and collect tiberium themselves to gain extra money for them and their team. Watch out for the meteors though, they tend to come down in tiberium patches.

Have fun!

This map requires scripts.dll 1.7, I've included a copy of it in the .zip file for convenience.

Also, if you want to check out some screen shots before downloading, there's a gallery of them [here](#).

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