
Subject: C&C Mineshaft Preview
Posted by [NeoSaber](#) on Mon, 28 Apr 2003 22:44:49 GMT
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http://www.cnc-source.com/gallery/categories.php?cat_id=64

Subject: C&C Mineshaft Preview
Posted by [Sk8rRIMuk](#) on Mon, 28 Apr 2003 22:47:48 GMT
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Looks kool...

Good idea...

Could you give us any more info like What mode it is? exedra.

-Sk8rRIMuk

Subject: C&C Mineshaft Preview
Posted by [NeoSaber](#) on Mon, 28 Apr 2003 22:54:50 GMT
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It's an infantry only CnC Mode map. Nod has a refinery and Hand, GDI has a refinery and barracks. The buildings will use the exploding destruction animations I've been working on.

Subject: C&C Mineshaft Preview
Posted by [maytridy](#) on Tue, 29 Apr 2003 01:12:03 GMT
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Looks pretty cool. I like the explosion animations idea!

Subject: C&C Mineshaft Preview
Posted by [Deafwasp](#) on Thu, 01 May 2003 14:30:25 GMT
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but... other than that footbridge, how do you get to the other base? on the ground near the tiberium? And if its only a few tunnels to each base, it will make for very poor gameplay.

But it looks nice for a map that aparently is 90% tunnel.

Subject: C&C Mineshaft Preview
Posted by [Fabian](#) on Thu, 01 May 2003 22:20:23 GMT
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lol...exedra

try "et cetera"

looking good though, cant wait for destruction animations

Subject: C&C Mineshaft Preview
Posted by [NeoSaber](#) on Sat, 03 May 2003 04:46:41 GMT
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I've added a few extra pics, including an overhead view of the map so everyone can see the tunnels.

Also, I'm thinking of adding a tiberium silo to each base. Opinions?

Subject: C&C Mineshaft Preview
Posted by [NeoSaber](#) on Mon, 05 May 2003 21:32:24 GMT
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bump

Subject: C&C Mineshaft Preview
Posted by [Halo38](#) on Thu, 08 May 2003 16:38:53 GMT
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:thumbsup: :thumbsup: :thumbsup: :thumbsup: nice those buliding destruction animations should be good too. I see ACK hasn't posted so he must think it is good too.

edit: Tib silos sound a nice idea
