
Subject: C&C Seaside Canyon Released
Posted by [Blazer](#) on Fri, 01 Aug 2003 21:22:50 GMT
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Sk8rRIMuk

I love this map... kinda hard 2 get into the GDI base w/o using some heavy armour or risking the mine field .

You can park a vehicle behind the trees for a quick repair in the field...the AGT missile will hit the tree and save you some damage.

As hotwire I was able to walk right into the Nod base by hugging the minefield wall...didnt set off any mines and I was right behind the PP....if I had a beacon it would be bad for Nod
