Subject: C&C Seaside Sunset Preview
Posted by NeoSaber on Sat, 01 Nov 2003 07:12:54 GMT
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I finally gave myself a kick in the ass to work on this. It's a remake of Seaside Canyon. The obelisk and AGT are set into their destroyed state so bases are much more vulnerable to rushing. GDI will have a few normal guard towers (with destruction animations) at the front of their base. I also changed some of the weapon spawners so there will be no more spawners with Railguns, Ramjets, Volt Rilfes, or PICs.

I'm open to suggestions on what else to change. Currently the Recon Bike replaces the Nod APC, anyone prefer to see the APC come back instead? Perhaps put them both in? Also, the landmines are still on the beaches (shifted around to suprise those who knew how to get past them unharmed). Still want them around, or should they be removed? Anything else you would like to see different?