
Subject: Hey dev pls read this and see if you like my ideas please an
Posted by [Anonymous](#) on Mon, 15 Apr 2002 20:38:00 GMT

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heres a list of things the should put in including some i know there putin in i will discribe how what i think they should put in would work...1)air crafts2)recon bikes3)sam sites4)constrction yard,in its pt you can depoist mone to save up toward reconstuction of a destroyed building so all team mates can put money toward building because the buildings will be expensive5)limited mines per person not team6)better servers (hehe)7)map editor8)custom skin editor9)if ya die in tiberium u should become a viceroid (one viceroid made at a time)10)a trade option where you can give other players money or tanks or guns what ever in your inivtory and in return get something of theres (it would be easy to put in just his tab and a click-and-drag menu with players and ur stuff wit 2 trade windows.11)your tank is ur tank until you get in and out and is stolen by a enemy or in short team can't steal ur tanks (but u can give to them threw trade)12)when games are made they should have capture the flag games and 1 man only. where u would have a base like it already has. but instead of diffrent guys u just buy the gun, armor, and health instead of buying guys13) when you die you drop your main gun14)make c4s and becons placeable on tanks and not on pts[April 16, 2002: Message edited by: ZaneOfNod][April 16, 2002: Message edited by: ZaneOfNod]
