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Subject: CTF map idea

Posted by [Anonymous](#) on Mon, 20 Jan 2003 14:03:00 GMT

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For this CTF Map to work, Tech/Hots and Proxies would have to be disabled, the tunnel would have to have a maze of branches, and the flag would have to be outside a little ways away from the building, and an outside way to get to it through confusing mountains placement and tough weather conditions that make it hard to see at night with only a big plot of light at the bases, and random areas of light in the field area with the tunnels, protected from the weather, dark and eerie looking.

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