
Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 13:35:00 GMT

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Im going to put some bush cover around em so its a little harder to spot. Although, the signal flare gives em away. Also in this map the features are, there are 2 crashed choppers in the map, one gdi and one nod. the choppers are the purchase terminals. I put the HON and Barracks things in the map so you can buy characters, but Hotwire and the Nod Tech gunna be disabled so you cant mine up the tunnels. Also, 2 driveable nod light tanks are in the map for extra early level mayhem. I want to put in the refinery things so money builds up.... Think I should?
