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Subject: JonWilson - Possible to add, delete, or alter the size of a  
Posted by [Anonymous](#) on Sat, 18 Jan 2003 03:26:00 GMT

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If you can destroy/delete zones, then you can just make a set of concentric zones for the Tiberium field, then just delete the outermost one each time. That would have the effect of making the field shrink. It would be really cool to have the opposite too - where the field grows over time, even spreading into bases. I suspect that kind of feature could only be done with exposure to the engine code though.

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