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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 00:03:00 GMT

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an incentive to go into them would be nice.put volt rifles there maybe...the map has plenty of room its just that in most rooms hosting it there wont be enough people to go into the dead end room.maybe not even for a volter.if you could use them to make other ways into the other base it would be good.it would probably work fine with the moved flags its just that that space will be wasted in most peoples room.i can only host 16-24.usually i leave it at 16 to keep lag down.when we were using your map earlier we were awfully spread out or we were on top of eachother.its not the one way into where th eflag is it was the ramp about midway between both bases where we kept meeting up.maybe you caoule add halls from the other rooms this way theres mosr than one one through most of the map. [ January 12, 2003, 12:04: Message edited by: Viper0968 ]

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