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Subject: Caution: Idea for a talented mapmaker inside...  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 01:33:00 GMT  
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oh well...u basically have an arena, with 2 sides, and in the "center" a neutral zone, which isnt that neutral at all You'd have all kinds of objects to hide behind, like walls with holes in em etc... You'd have to return to your own "base" to reload ur ammo and health.If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction...ow and the arena should be pretty dark. dark walls etc. but with lots of "ligts" (animated?)

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