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Subject: idea for a deathmatch map

Posted by [Anonymous](#) on Tue, 19 Nov 2002 14:51:00 GMT

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why not just take the buildings out? Maybe have two of those towers from single player for each side. Have GDI spawn on their side and Nod Spawn on theirs. Have creates to hide behind, and some creates with PT's on them so you can buy ammo and such. I think it'd be too small if you just put the underground to complex. [ November 19, 2002, 14:51: Message edited by: generalfox ]

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