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Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Dr. Lithius](#) on Fri, 29 Apr 2005 03:13:08 GMT

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I really do like where the idea I wrote went. It's no 32-on-32 slaughter that neither side can win, albeit. But I really do like the direction this is going in regardless. And now that it's been mentioned. . .Renegade Alert does seem quite a bit more true to the Command & Conquer formula. I remember one game, I and four other people snuck into the opposing Construction Yard and opened fire on the Master Control Terminal. That building really didn't last long, comparatively speaking. Then of course, there was another game where I went solo and did some serious damage to their Ore Refinery as an officer. Even if it did take about three minutes to do that much damage. Surprised no one came up to stop me sooner, but I guess they were busy being V2-crazed Base-to-Basers. =P(It was only a 3-on-3 game anyway.)

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