
Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Lijitsu](#) on Sat, 13 Aug 2005 10:18:10 GMT
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j4S[p wrote on Fri, 12 August 2005 20:19]Lijitsu wrote on Fri, 12 August 2005 19:20Better yet, just stick to the normal TS game, and cut Credit income in half, and disable the Obelisk of Light, and the... Whatever the hell GDI's main base defense building is. Since the Nod Laser never shuts off unless you tell it to, it should always remain active. As for GDI's lack of buildings that always stay on, improvise. Give them a friggen Pill Box, like the one from Renegade Alert.

Umm, both the vulcan cannon and the RPG launcher stay on when the power is off...
Oh, it does? Excuse me, i havent played TS in a few years, and my memory is shot to hell. Well then, just have it like that. Dont double costs, since all the power being off in TS did, was making things take longer to build/train.

EDIT: Aswell as shutting things off, but it also cut your income quite a bit.
