Subject: An idea for a map
Posted by bandie63 on Sat, 15 Oct 2005 22:58:53 GMT
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I was wondering if someone could make a map based off de_dust from Counterstrike. Even better would be if someone could make it a "bomb" scenario. As in everyone spawns on GDI with regular repair guns, and there would be PT's for buying stuff. Nod would get 1 nuke, and if the carrier was killed, it would be dropped for only Nod players to pick up. The bomb sites would have pedistals. If anyone could do this, I think it would be sweet, even if it has to be altered a bit for the Renegade engine. Also, would it be able to make a 1 life system and have rounds like CS?

Thanks very much!

~Bandie63