
Subject: Re: C&C_SnowStorm (version 1.0) released
Posted by [Naamloos](#) on Tue, 27 Dec 2005 00:32:31 GMT
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If I added teleporters inside the bases it would sort of kill the part of the map that took to long to create. The need for teamwork and tactics.

If everyone could just teleport right away it would be nothing more then an infantry rush at the start to end the game.

And you got lost on the map? Good, that was the point!

For the next version I will reduce the snow a bit, but not to sound like an asshole or anything... But maybe it's time for a pc upgrade?
