Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by bisen11 on Fri, 30 Dec 2005 07:49:29 GMT

Aircraftkiller wrote on Tue, 27 December 2005 11:31Your definition of fun doesn't run in line with mine. I tend to think of crappy gimmicks replacing actual gameplay as being similar to those who depend on filters to do work in Photoshop.

Teleporters create nice boundry limits for bots in co op maps. Ofcourse you can always do a bunch of enable spawner on enter zones.