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Subject: Re: Thinking of remaking C&C\_City\_Flying  
Posted by [PlastoJoe](#) on Thu, 08 Feb 2007 06:02:16 GMT  
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Sounds like something that would be named "City\_FlyingTS." Thirty years later, tiberium has taken over and everything's gone to crap.

- More sniping places in the buildings, maybe from actual windows instead of giant rectangles.
  - More weird atmospheric stuff so we can see how messed up it is...meteors maybe in the background, blue tiberium, ion storms, etc.
  - Tiberium fields bordering the bases so that there's really one uncontaminated way in to each.
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