
Subject: Re: C&C_Mario64

Posted by [JasonKnight](#) on Wed, 20 Jun 2007 05:03:39 GMT

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I like the concept of having 1 huge map with nothing but spawn points in them, but what about making each level their own map as well, for death match servers.

Random spawn points all over the map with purchase terminals where the cannons would be, and then having a server with all the mario levels as deathmatch.

i think that would be sweet,
