
Subject: Re: C&C_Mario64

Posted by [ParasolKirby](#) on Mon, 13 Aug 2007 23:24:34 GMT

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I just played it, and it looks pretty good! However, this doesn't mean that it will be fun to play online. There are a few areas that infantry are stuck in if they go in (cannon holes anyone?). These need to either be plugged or the infantry need to be able to jump out. Or they could just be pitfalls of doom...Vehicles are a definite no-no here, but C&C mode could work if certain worlds were assigned to each side...Imagine going through the Bowser in the Sky level to assault the Hand of Nod at the top! I would say there shouldn't be any base defense, but there should be a ref and the barracks/hon for each side. Maybe a power plant, just to claim more worlds for each side. Yeah, the jump ability will definitely have to be increased. Imagine the horror that is Rainbow Cruise without jump! o.O
