
Subject: Re: [Map] C&C Aqua [Sniper Beta]
Posted by [Gohax](#) on Sat, 02 May 2009 20:13:05 GMT
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Di3HardNL wrote on Sat, 02 May 2009 05:52 that shouldn't be a problem since there could be blockers implemented in the place where the rooms are.

Then simply add some teleporters so that you get teleported to the other side.

Forgot about the blockers/teleporters I still think would be best for 2 spawn points for each team rather than one on this map. But the blockers would work too
