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Subject: What RA2 building should I release into a map....  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 13:04:00 GMT  
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i say nuke silo

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Subject: What RA2 building should I release into a map....  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 13:12:00 GMT  
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nuke silo would be awesome

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Subject: What RA2 building should I release into a map....  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 13:14:00 GMT  
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quote:Originally posted by Havoc 89:i say nuke silo

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Subject: What RA2 building should I release into a map....  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 13:39:00 GMT  
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One with vis, and a fully functional aggregate.

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Subject: What RA2 building should I release into a map....  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 13:54:00 GMT  
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Either Chronosphere or Nuke silo

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Subject: What RA2 building should I release into a map....  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 14:29:00 GMT  
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All for Nuke Silo, it would remind me of that level on James Bond,goldeneye for N64.

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Subject: What RA2 building should I release into a map....  
Posted by [Anonymous](#) on Tue, 14 Jan 2003 00:40:00 GMT

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I wanted to you your guys opinion about what building should I turn into a multiplayer death match map?Chronospheres, Weather Control Devise, Nuke Silo.... ect. [ January 13, 2003, 13:04: Message edited by: CyborgDC ]

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