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Subject: New multiplayer things I'd like to see  
Posted by [Anonymous](#) on Thu, 09 May 2002 23:27:00 GMT  
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I had a couple of Ideas for new multiplayer things. For GDI I'd like to see the return of the "jumpjet trooper" from tiberian sun, you could use the jump and crouch keys to rise and lower, the mouse could be used to look around and change direction. The weapon could be a chain gun. The wolverine from TS would be a cool sight on the battle field as well, with its twin chain guns blaring away. For both teams I have this idea: Add two becons to the purchase menu, one costing around 700 credits and one costing 900. When you place these, a plane or chopper goes over an inplacement is parachuted down its type depending on the ammount you paid. The 700 credit one is a cannon inplacment (the ones in single player) and the 900 credit one is the missile inplacment. If you read the info in single player about the inplacments it says they are parachuted down.

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Subject: New multiplayer things I'd like to see  
Posted by [Anonymous](#) on Fri, 10 May 2002 10:31:00 GMT  
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quote:Originally posted by nadnerb65: I had a couple of Ideas for new multiplayer things. For GDI I'd like to see the return of the "jumpjet trooper" from tiberian sun, you could use the jump and crouch keys to rise and lower, the mouse could be used to look around and change direction. The weapon could be a chain gun. The wolverine from TS would be a cool sight on the battle field as well, with its twin chain guns blaring away. For both teams I have this idea: Add two becons to the purchase menu, one costing around 700 credits and one costing 900. When you place these, a plane or chopper goes over an inplacement is parachuted down its type depending on the ammount you paid. The 700 credit one is a cannon inplacment (the ones in single player) and the 900 credit one is the missile inplacment. If you read the info in single player about the inplacments it says they are parachuted down. remember this is based off of TD not TS and the dropping gun enplacement thing cough\*\*\*cough

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Subject: New multiplayer things I'd like to see  
Posted by [Anonymous](#) on Fri, 10 May 2002 11:30:00 GMT  
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I think it would be cool if there was another menu where u could buy a second pistol, another magizen worth of ammo (100 roun clip= 100 more bullets 4 round chip = 4 more rounds or something like that) maybe a paracute type thing to slow ur self down when falling , not just from the heli but from any where( a stealth jumping out of a transport , a nice new way to attack) and other stuff like that, that would be cool[ May 10, 2002: Message edited by: DeadmanWalkin' ]

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Subject: New multiplayer things I'd like to see  
Posted by [Anonymous](#) on Fri, 10 May 2002 12:00:00 GMT

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jump jet troop is easy, just get a normal soldier and give him the properties of a VTOL

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Subject: New multiplayer things I'd like to see  
Posted by [Anonymous](#) on Fri, 10 May 2002 13:27:00 GMT  
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are the missiles placements even good? They're missiles move so slow...

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Subject: New multiplayer things I'd like to see  
Posted by [Anonymous](#) on Sat, 11 May 2002 00:35:00 GMT  
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quote:Originally posted by Toxic02:remember this is based off of TD not TS and the dropping gun enplacement thing cough\*\*\*coughAgreed.

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