Subject: new map idea
Posted by kittyhawk on Fri, 30 Jan 2004 23:45:13 GMT
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I would take the original islands map and make the following changes:

[list]Have a C-130 crash to block off vechiles from going to each others bases

There would be a rock slide to block off the tunnels

Then I wuold make spawning hovercrafts so u can go out on the water and come around by water to each others bases

I would add a hover MRL to both GDI's and NOD's PCT.

I would have spawning harriers and sam sites up so u can fly to each others bases

Some vechiles will be disabled because i see no cause in them being there[/list:u]

OK so its a little much

This is just an idea let me kno wut you think

Subject: Re: new map idea
Posted by spreegem on Sat, 31 Jan 2004 00:51:44 GMT
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You could just make a completely new map. I think that would be better than editing an existing map.

Subject: Re: new map idea
Posted by kittyhawk on Sat, 31 Jan 2004 02:29:51 GMT
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I may just do that

Subject: I CALL IT
Posted by blackhand456 on Tue, 03 Feb 2004 02:20:02 GMT
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Its mine im makin it

Subject: new map idea
Posted by TheMouse on Sun, 08 Feb 2004 07:35:18 GMT
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LIEK LOL I R STEELING SUM1 ELSES IDEA DUSN'T THAT MAKE ME SO LEET?!?!?

No.

Unless I missed something...