
Subject: C&C_Death

Posted by [Dante](#) on Tue, 24 Feb 2004 04:39:38 GMT

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Why?

Why Not?

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Subject: C&C_Death

Posted by [sniper12345](#) on Tue, 24 Feb 2004 09:45:12 GMT

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???

Subject: C&C_Death

Posted by [U927](#) on Tue, 24 Feb 2004 17:36:17 GMT

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Erm...

Yea...

Subject: C&C_Death

Posted by [Vitaminous](#) on Tue, 24 Feb 2004 23:27:28 GMT

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OGM ITS TEH HALF OF A...Sphere? Have you been on drugs recently Dante? Or wait maybe Cocoa did something "special" to you

Subject: C&C_Death

Posted by [Deafwasp](#) on Wed, 25 Feb 2004 00:54:18 GMT

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Hey Dante, what the hell is that?

Subject: C&C_Death

Posted by [Majiin Vegeta](#) on Wed, 25 Feb 2004 01:11:15 GMT

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very strange

Subject: C&C_Death

Posted by [Alkaline](#) on Wed, 25 Feb 2004 06:00:42 GMT

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BEST MAP EVER!

I'm going to have a 32 player server with this map. Super killing..

Subject: C&C_Death

Posted by [Try_lee](#) on Wed, 25 Feb 2004 16:22:55 GMT

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32 players in that space?

I WANT to see that! DO IT!!!

Subject: C&C_Death

Posted by [IRON FART](#) on Wed, 25 Feb 2004 16:51:00 GMT

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Quote:

BEST MAP EVER!

I'm going to have a 32 player server with this map. Super killing..

Hence "C&C_Death"

Subject: C&C_Death

Posted by [Matt2405](#) on Wed, 25 Feb 2004 17:03:31 GMT

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Strange.....

Subject: C&C_Death

Posted by [pulverizer](#) on Wed, 25 Feb 2004 17:15:31 GMT

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It's about a special effect. he also explained it in another topic.

Subject: C&C_Death

Posted by [Deafwasp](#) on Wed, 25 Feb 2004 18:42:25 GMT

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He has gone mad!

Subject: C&C_Death

Posted by [warranto](#) on Sat, 28 Feb 2004 23:48:16 GMT

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Bump

Crimson, Blazer, Trylee and myself just finished a game. For such a simple map, it was fun!

Edit: a couple of suggestions though. Have the sphere do something! Either heal slowly, or damage slowly.

Subject: C&C_Death

Posted by [Deafwasp](#) on Sun, 29 Feb 2004 05:50:21 GMT

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Its not a serious map, he aint gunna change it. Unless he is super bored.

Subject: C&C_Death

Posted by [warranto](#) on Sun, 29 Feb 2004 06:25:29 GMT

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oh I know, a suggestion none the less. It's actually a really fun map (unless more than one person spawns in the same spot. *Rifle-fodder*) and this is something that was thrown around in #n00bstories as a possible improvement.
