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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:05:00 GMT

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quote:Originally posted by SnowyC:I'm thinking of the simple idea that parts of a C&C map should have base gates like in the single player that can be opened and closed by a team to help with their defence/offence.The game should also contain more simple modifications like:Ladders or Lifts on sides of buidlings that have a roof to walk on Gantries or Walkways or Bridges in a baseI agree. When the air vehicles come out you will be able to get on top of buildings by ladders cuz it would be unfair to have beacons on top of buildings that are unreachable. Second, some maps will be changed, such as in WALLS, the middle sniper cave up top will be connected to the base walls for easy acces and soem new strategies.

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