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Subject: How could a Construction Yard work on newer maps? (also an  
Posted by [Anonymous](#) on Sun, 07 Apr 2002 18:44:00 GMT

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quote:Originally posted by destruyax:I also think a map with a town would be a nice thing - give it a population who basically doesn't like the fact that you're waging war in their back yard. THAT WOULD SO ROCK and the idea of a hospital would definently come int. but the population will fight back like they did in that one level were you have to save the dead6. And with the hospital, you could make it so all the mines just disapear, and well the snipers, it would be easy to avoid them if you dont have your head in the clouds. but making your own base with that "beacon" idea would be great. and also each character can perchase bots that follow whoever bought them around and you could tell them what to do with the voice commands. you could get the temple of nod(make it smaller) and the advanced comm center so if you lose it you cant buy nukes/ion cannon beacons.(thats all for now)

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