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Subject: CTF map idea

Posted by [Anonymous](#) on Mon, 20 Jan 2003 15:44:00 GMT

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maybe put the flag at the base but like make a big underground section to house the flag with 4 of the underground pipes leading to the center, same thing with agt, also maybe put the elevator that leads to the top area of the ob/agt maybe make it where at the very top there is a section that will take you out of ob and to the outside and then you can run to your building go inside and score. So with this there would be 2 main areas to escape through, one through underground and the other through the top.

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