
Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 13:08:00 GMT

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I was thinking it could be neat to have a tiberium zone that starts out large, and gradually gets smaller (to simulate the tiberium being harvested and used up). This could add new tactics to the game as your harvester has to go farther and farther away from base.EDIT: just changed the subject to draw JWilson's attention [January 18, 2003, 15:01: Message edited by: Blazer]
