
Subject: Feedback Please

Posted by [Anonymous](#) on Thu, 09 Jan 2003 17:00:00 GMT

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quote:Originally posted by DeafWasp:pretty good guy, but How bout throwing some neutral structures in the middle of the map, like bunkers or something. and of course the standard rocks/trees. And vary the hight and shape of the surrounding cliffs.Rocks and trees of course, as for bunkers and such...My idea was that tanks would stick to the fields and infantry to the tunnels. The walls in front of each base are assessable, and quite high, about 7 meters. From on top of the

assessable either from on top, or with little lookouts similar to the ones on C&C_ Volcano or with an opening on top from the tunnels, more likely the latter. But, if the community does demand bunkers I will, perhaps, be flexible.
