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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Thu, 07 Mar 2002 21:19:00 GMT

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This sounds like a good idea. Of course there would be a construction yard that if destroyed would make buying buildings impossible. I think it would be cool if there was a "pool" that players could contribute their money to so they could purchase buildings without using all of one person's funds. Maybe this could be used for vehicles too, although people would take advantage of it.

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