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Subject: Tower of Power Map idea

Posted by [Khadman](#) on Thu, 17 Apr 2003 03:30:26 GMT

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I had an idea today of creating a map with two towers. The towers will have buildings going up and a path making its way to the top where the most important building will be.. cash. The barracks will be close the the bottom, AGT at the bottom, WF part way up, power plant near the top, and Refinery at the top with a private tiberium field. I also thought of putting them springing out of a lake with 2 bridges connecting them together with gun emplacements at each end. This will be a flying map too i hope.

I need feedback as to whether or not this wold be a good idea to follow upon or just another pointless ambition.

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