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Subject: Re: Another WIP map.

Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 23:35:51 GMT

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I'd suggest expanding level to some more stages, say 6?

Then at the end of the 6th stage, you get rewarded with some super hand weapons, and then you have the option to teleport to a stage of choice.

Also, another idea could be to have something locked (keycard system) up to be rewarded with something extra special.

Also, if you want a hand with some basic cinematics, I can give it a go to have some AI drop from chinooks.

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