
Subject: Re: crazy map im making
Posted by [Halo38](#) on Sun, 13 Aug 2006 04:41:38 GMT
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I like your new approach to gameplay

I've also had this idea, and many many other wacky ones, I suggest you build on the ideas you have and who knows you could create a new style of play and breath a bit of life in to ren (thats really what players want) thats how my duel arena started

Back to your mod

Some ideas that may inspire you.. how about floating islands?

with low gravity soilders aswell as flying infantry jumping from floating rock to rock? zen in half-life maybe? think how this would effect the current use of weapons in ren if a beacon was planted would troops fly around rocky caves around the base of the floating island to locate it

quick concept

Maybe you could take the fantasy idea a bit further

or

http://www.nearworlds.org/gallery/terrigen_floating.jpg

Good luck, go develop some great ideas
