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Subject: Re: new mod idea

Posted by [Captkurt](#) on Sat, 28 Jun 2003 18:54:49 GMT

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WaffleBoy13Hey i got a new mod idea. Why doesnt somebody make a mod pack that had a few new level, maybe wit flying too, but they could update the buildings so that they were the 1 player versions. also they could add the new buildings like repair pad and tib. silo.

There could also be part of the mod wit skins, not skins that would make it easy to cheat, but skins just to make a change to the game. there could even be a skin to make the pistol a little less ugly.

But the best new thing that the could add is a huge tib. field, wit green and blue tiberium, + they could add the 3 tib mutants and also they could make a tib fiend, tib floater, and bigger adult visteriods, like the 1s from tib. sun.

Now, i dont have a modding program, so i couldnt make it, but it would be really cool if someone else could...

In a sense, that's what I've done, check these building out.

weapons Factory is here <http://modx.the-pitts.net/showthread.php?s=&threadid=386>

Air Strip is here <http://modx.the-pitts.net/showthread.php?s=&threadid=389>

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