
Subject: Re: Tiberian is hazardous to your health
Posted by [futura83](#) on Tue, 26 May 2009 17:29:10 GMT
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Also, on city, make it so that there is 2 crystals; one in each patch, but have it so that the crystals are closer to the road, so no team has an advantage over any of the crystals, as the team who's base it is near will have to go over tiberium for the short route or round it to survive, while the other team will have further to run anyway.
