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Subject: Alright, well that is it, bye... oh, I am still here...  
Posted by [Sir Phoenixx](#) on Wed, 15 Oct 2003 13:19:18 GMT  
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Lol...

Would you rather do a beach map thing that looks like a golf course or a golf course that looks like a golf course?

For the golf course thingie... Make the GDI/Nod sides "mini", small enough to fit the entire GDI base on the green of the first hole, and the entire Nod base on the green of the eighth hole. Make all of the holes tunnels that connect to each other. The "mountains" in this map can be the thick trees that surround all of the courses, including small paths through the thick forest like boundaries to connect the different courses. Oh, and make it flying...

(I wonder if you could make a unit get stuck if it drives into an area like a sand trap or a pond/lake, and I mean stuck as in the tank can't move anymore and sits there for the rest of the game... )

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