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Subject: Help with map?

Posted by [Fabian](#) on Sat, 10 Apr 2004 17:19:55 GMT

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i will put a bridge on the other side. I might give nod a disadvantage somewhere to balance out nod having its own tiberium cave and gdi having to expose its harvie. Or i could give them both caves / both patches of tiberium.

I was going to call this ArcticCircle, but 1) i think that name might be taken, and 2) I might want to do a different setting...maybe tropical.

Any ideas?

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