Subject: CTF map idea
Posted by Anonymous on Mon, 20 Jan 2003 10:00:00 GMT
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Maybe someone should make a map that has a SP ob and a SP agt (maybe custom make the interior), and connect them with tunnels (like big underground pipes). And put the flag at that top area of each building, and maybe a beacon in the tunnel system between the 2 buildings

Subject: CTF map idea
Posted by Anonymous on Mon, 20 Jan 2003 10:15:00 GMT
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It's a nice idea, but if the flags where in the top of the buildings, there would be only 1 or 2 ways to get the flag. It would be too hard to capture it in a large server.

Subject: CTF map idea
Posted by Anonymous on Mon, 20 Jan 2003 11:24:00 GMT
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Okay, okay, here's my CTF idea.The map is like the size of the barracks.GDI   NODFLAG   FLAG

Subject: CTF map idea
Posted by Anonymous on Mon, 20 Jan 2003 13:44:00 GMT
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quote:Originally posted by Taximes:Okay, okay, here's my CTF idea.The map is like the size of the barracks.GDI   NODFLAG   FLAG   That would be fun. Something like a death box... with flags

Subject: CTF map idea
Posted by Anonymous on Mon, 20 Jan 2003 13:57:00 GMT
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hmm the AGT and OB may have something there, not as you described but the idea can be developed.

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Posted by Anonymous on Mon, 20 Jan 2003 14:03:00 GMT
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For this CTF Map to work, Tech/Hots and Proxies would have to be disabled, the tunnel would have to have a maze of branches, and the flag would have to be outside a little ways away from the building, and an outside way to get to it through confusiong mountains placement and tough weather conditions that make it hard to see at night with only a big plot of light at the bases, and random areas of light in the field area with the tunnels, protected from the weather, dark and errie looking.

Subject: CTF map idea
Posted by Anonymous on Mon, 20 Jan 2003 15:44:00 GMT
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maybe put the flag at the base but like make a big underground section to house the flag with 4 of the underground pipes leading to the center, same thing with agt, also mabye put the elevator that leads to the top area of the ob/agt maybe make it where at the very top there is a section that will take you out of ob and to the outside and then you can run to your building go inside and score. So with this there would be 2 main areas to escape through, one through underground and the other through the top.