Subject: Re: Disabled Buildings
Posted by Dave Anderson on Sun, 29 Jan 2006 22:34:06 GMT
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I think it would be cool if the player had to do something to activate it. An idea would be that at the start of the game, the buildings could be disabled, and your team would have to pickup some sort of key for each to building. Meaning, each building would have a key that you would have to find to activate it, and the keys could be in random locations.

Just a thought.