
Subject: Re: suggested crate changes to ssgm
Posted by [AoBfrost](#) on Wed, 11 Jul 2007 06:19:11 GMT
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I know where theres a power off crate where it turns power off to the nemy buildings for 30 seconds, theres also a 15 second life crate where you have 15 seconds to live and after 15 seconds a nuke hits you (nuke can kill vehicles and players around you when it hits lol)

and theres a tele fall crate, teleports you to 0,100,0 so your in the middle of the map, but fall 100 feet from air...all good awesome crates which make gameplay more fun and sometimes agonizing.
