

---

Subject: Where to go from here  
Posted by [Oblivion165](#) on Mon, 07 May 2007 21:46:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm completely stuck on this map i'm making. I have no ideas on how to make this thing even playable.

Any ideas?

---

---

Subject: Re: Where to go from here  
Posted by [futura83](#) on Mon, 07 May 2007 21:47:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

umm...what part of it is it you are stuck on?

---

---

Subject: Re: Where to go from here  
Posted by [Viking](#) on Mon, 07 May 2007 21:54:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Put lots of rocks and stuff than a few tanks and some n00bjets and call it "snipers r us" and you got the most popular map ever with n00bs!

---

---

Subject: Re: Where to go from here  
Posted by [Oblivion165](#) on Mon, 07 May 2007 21:55:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well there really isnt much a person can do to the other player in this case. Just something to make it interactive, where skill can effect the outcome.

---

---

Subject: Re: Where to go from here  
Posted by [futura83](#) on Mon, 07 May 2007 22:12:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Whether this is classed as 'skill' i dont know, but:

Put PTs that spawn bots that will follow the buyer and protect them, as well as making it possible to buy a beacon that will allow airstrikes to come and bomb a specific area.

You could have a PT that will spawn a tank on a way-point that will go through the map from one

side to the other, shooting enemies as it goes, but despawns at the end.

Thats all i can think of at the mo

---

---

Subject: Re: Where to go from here

Posted by [Viking](#) on Mon, 07 May 2007 23:23:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Make the level with all the awesome E3 models that are not used!!

---

---

Subject: Re: Where to go from here

Posted by [jnz](#) on Tue, 08 May 2007 07:19:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Make tunnels, back entrances to the base. Make sure its possible to "ob-walk" (not "ob-glitch") like on under.

---

---

Subject: Re: Where to go from here

Posted by [Dreganius](#) on Tue, 08 May 2007 08:20:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

why not put a useable Guard Tower in the middle of the field that has a high armor value? oh and also make the harvester's path so you can harvy walk cos that requires skill too. but make it so that if you move a metre in the wrong place you'll lose your virginity and your life in one shot. that obelisk rapes infantry...

uh... i sound dumb here, i know, but i forgot what ob-glitching is... i went on holidays and ruined my dain bramage.

---

---

Subject: Re: Where to go from here

Posted by [Goztow](#) on Tue, 08 May 2007 08:36:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Glacier flying should be your exemple. A lot of different strategies are possible there.

---

---

Subject: Re: Where to go from here

Posted by [Oblivion165](#) on Tue, 08 May 2007 17:16:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So far so good but you guys do realize the terrain is the thing moving and its not possible to walk

---

on it? otherwise it will stop.

---