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Subject: Map Idea:C&C\_MetroSewer,inspired by Aircraftkiller's map

Posted by [Deactivated](#) on Tue, 30 Sep 2003 15:48:39 GMT

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C&C\_MetroSewer

This is a mix of a death match and capture the flag and C&C mode.

The main play area is in Metropolis (created by Aircraftkiller) sewers.

The level consists of 4 different floors.

Players can money only with crates and killing other players.

The main objective is to the first one to succesfully plant a beacon/flag on the pedestal.

If base destruction is disabled, it is a regular team DM.

1st level is outside the sewer (surface level) where the beacon pedestal is located. Access via ladders.

2nd is underground in the sewer. Certain areas of the water are poisoned with tiberium.

3rd level where the players start at. Powerups (armor, health) are located here.

4th is where the purchase terminals are located where you can buy the beacon/flag and charachter upgrades.

I wish this idea could be turned into a real map, but I myself don't have the required skills or time to get it done.

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Subject: Map Idea:C&C\_MetroSewer,inspired by Aircraftkiller's map

Posted by [Deafwasp](#) on Tue, 30 Sep 2003 21:48:13 GMT

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:rolleyes:

uh oh...

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Subject: Map Idea:C&C\_MetroSewer,inspired by Aircraftkiller's map

Posted by [General Havoc](#) on Tue, 30 Sep 2003 21:51:39 GMT

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Yeah, this sentance didn't make sense "Players can money only with crates and killing other players."

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Subject: Map Idea:C&C\_MetroSewer,inspired by Aircraftkiller's map

Posted by [Deactivated](#) on Wed, 01 Oct 2003 14:48:28 GMT

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So do you like it or not?

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