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Subject: Uneven map idea

Posted by [frijud](#) on Thu, 03 Jul 2003 17:51:25 GMT

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The other day I was playing hourglass. Nod flame rushed the GDI AGT and destroyed it. About ten minutes later GDI won the game, not by camping, but by destroying the Nod base in a huge med/apc/mammy rush. GDI often wins on this map when the AGT is destroyed by camping, but Nod often gets careless in base defense allowing GDI a good rush opportunity.

So here is an idea that I wish to bounce off people here. Make a map that is unbalanced. Give either Nod or GDI a base defense but not both. There would be some interesting change in game strategy with a map like this. Teamwork would be a must for both Nod and GDI. I would predict that an unbalanced map would either be fun to play and work as a team, or be boring as hell due to camping and lack of teamwork. On teamwork servers like the pits, this map may be fun.

What are potential issues with an unbalanced map? Would they change strategy and give a fun map, or would they just allow the team without base defense to get hammered on?

Comments welcome.

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