
Subject: Re: Now that Tiberium is canceled...

Posted by [Herr Surth](#) on Tue, 07 Oct 2008 18:43:47 GMT

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Goztow wrote on Tue, 07 October 2008 01:32[NEFobby[GEN] wrote on Tue, 07 October 2008 02:47]Small maps is what kept the tight gameplay, though. A lot of custom maps played in new maps servers are really huge and that results in slower gameplay. Take Last_Stand for an example, that map can't really be played unless you've got at least twenty people in the server; and even when you do it's still a lot slower than a 10v10 in a map like Field or Islands. Big fanmaps aren't worth playing: noone likes to have to run for 2 minutes before meeting someone, get a 10 second fight, then get killed and run for 2 minutes again. The few popular fanmaps, like snow, bunkersTS and Siege are all rather small and action filled. What? In Counterstrike you run around for 2 mins followed by a gunfight of 1-5 seconds and then you're either dead or you walk around again for 2 mins, and yet the game is insanely popular
