
Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [C4miner](#) on Thu, 11 Mar 2004 22:21:43 GMT

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Most fan maps I find just don't compare visually or in terms of gameplay to the 10 original WW maps...

Either there's way too much open or dead space and gameplay is very slow and drawn-out, or one side has an advantage due to badly placed structures and unequal tactical possibilities.

Honestly the only fan map I like is Snow. But then again I haven't tried every fan map so I could just be ignorant.
