
Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [C4miner](#) on Fri, 12 Mar 2004 01:24:40 GMT

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Yeah, well think what you want, but I favor the WS maps over fan maps anyday. I like the choke points. I think it's better than leaving a bunch of spaces open (which allows some random person to sneak in and destroy it all because not everyone wants to be on defense camping every entry point).

I like the confrontations where you can shoot at your enemy in a matched duel instead of trying to chase them around some huge open field and another turn to hide at every time you seem to catch up with them.

I like cramming all the players up into a close proximity so that mindless shooting battles ensue (and, as some would say, no strategy or tactics take place on any level). That way when somebody actually manages to sneak into the enemy base and say, kill a building, then it's merited and a good accomplishment.

Yes, I like the geography of the map itself to aid me in defense so that I and my team don't have to constantly shuffle around to stop the incoming threat. Instead I can focus on destroying them because they can't run away and, in sequence, then start bombarding thier base.
