Subject: does anyone else think that.... Posted by MasterShake on Mon, 04 Aug 2003 00:09:39 GMT View Forum Message <> Reply to Message

the maps are way too small to have big tanks, and vehicles in them?

IMO, if they are gonna have vehicles, then the maps should be fricken HUGE. are there any huge maps i can download, that people actually play on?

maybe even big enough to support more than 2 teams

Subject: does anyone else think that.... Posted by YSLMuffins on Mon, 04 Aug 2003 00:36:30 GMT View Forum Message <> Reply to Message

You mean all maps in general?

Try C&C Afghanistan, I heard that was pretty huge .:- \

Subject: does anyone else think that.... Posted by spreegem on Mon, 04 Aug 2003 00:40:42 GMT View Forum Message <> Reply to Message

C&C affghanistan is the biggest level ever made it is huge, it takes forever just to get to the enemy's base.

Subject: does anyone else think that.... Posted by MasterShake on Mon, 04 Aug 2003 00:42:44 GMT View Forum Message <> Reply to Message

hmm. does that map come with the game? or do i have to download it?

IMO with all the Vehicles in game, and Vehicular combat being the norm, the levels should be huge, and should allow LOTS of space for big tank battles.

the levels i have played on so far have seem cramped with all the vehicles darting about.

Subject: does anyone else think that.... Posted by Try_lee on Mon, 04 Aug 2003 01:36:17 GMT View Forum Message <> Reply to Message

I like a large open area with occasional cover for tank battles, but the problem then becomes

infantry. Too many large open spaces means that infantry are often exposed and easier killed, and everyone knows the value of a field engineer or raveshaw backing up your tank assault.

Oh, and don't bother with Afghanistan. There are two extremes of map size, and that map is definately one of them. Not a good gameplay experience at all.

Subject: does anyone else think that.... Posted by A-DawG on Mon, 04 Aug 2003 02:40:04 GMT View Forum Message <> Reply to Message

that map is freakin huge..it'l take you 10+ minutes to get from one base to the other, if you can find which way to go.. i think theres a thing on your radar to tell you.. http://dynamic4.gamespy.com/~ammo/ren/files/download.php?file=afganistan.zip&type=2

Subject: does anyone else think that.... Posted by Havoc_elite on Mon, 04 Aug 2003 12:09:46 GMT View Forum Message <> Reply to Message

C&C Afganistan?? Iol... even i could make a map like that... theres nothing on it!!!

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