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Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 08:04:00 GMT

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quote:Originally posted by phinal:I despise non base defense maps unless the server is at least 32 people. Otherwise its over in 4 min usually. With 32 people it tends to last and sometimes be quite fun. I LOVE non-defense maps, that's what the game is all about. You need to be good to succeed. On defense maps like Hourglas or Under it's always the same camping and field controlling, extremely boring, although there are exceptions like City!

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