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Subject: C&C Gigantomachy - revision 2

Posted by [Anonymous](#) on Tue, 11 Feb 2003 02:35:00 GMT

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As an addition to that, how many of the Westwood maps make sense? Look at Complex. Did the underground part already exist? If so, why would the two sides build a base either side of it? If it didn't pre-exist, did GDI and the Brotherhood work together to build an underground tunnel complex just to connect their two bases? Same applies to Islands. Maps don't have to make sense. In the majority of cases, they can't make sense, mainly due to the fact that you have to impose physical boundaries at the limits of the map. So unless GDI and Nod are prone to building bases in geographical enclaves, where they can have no influence whatsoever on the outside world (and where flying vehicles can't fly over these boundaries), then what purpose do any of these bases serve within the C&C universe? It just doesn't stand up to close inspection, does it?

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