
Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:37:00 GMT

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My opinion.....I really cant tell that well from the screenshots, would need to play test it. As far as Ack's maps go, they have some really wonderful alpha blending and look really nice, but...Elgin...nice eye candy, lots of big open spaces for large battles, defense as well as offense must be though out..no real problems with this mapRiver raid...umm i can get up on the surrounding terrain, places where i can snipe through the walls on it, can plant beacons UNDER the gdi base structures on it to destroy them...enough bugs for you?Glacier flying...gdi can get into EVERY nod structure without being hit by ob... mines fall through floor in tunnel to be disarmed from underneath near tib fields, and i wont even go into detail about lag factor.Mines...hmm very nice map, a little small, no room whatsoever for armor battles...not to mention you can base to base every structure on both sides without having to leave the safety of your base defenses. I dont view base to base as a strategy, works great for taco runs, put paper weight on mouse and leave puter running.My point which I am getting at, with all the criticism you give everyone Ack, take a look at your own work, its not perfect, in fact ive played maps that were less than visually pleasing, but had awesome strategic planning behind them, eye candy does not make a map, the ability for a map to handle a true strategic battle that relies on teamwork is what makes a map a good map. Anyone can buy a MRL/Arty and go to town from thier base, but make it where they have to have support from thier team mates to attack a structure, and that...the teamwork.. is what makes a map worth playing. People have forgotten what C&C mode is about, as well as what the original C&C was based on. There are many maps, if not every map that requires a form of strategic thinking to destroy the enemy in the Original C&C games, I was hoping Renegade would bring this back, along with the necessity for a bit of skill to accomplish the task, and much of this has been lost. Ack, your maps look great, but playability is not there, visually they are very pleasing, but my 7 year old daughter could probably think of a more strategic design to offer better playability. To add to my list, I am going to list my preferred maps next, ones which i think have some real strategic value: Urban Rush- Map is well thought out in my opinion, and very well balanced, the only downfall I see to it..the ability to get in the refineries so easily. High Altitude- A very well though out map, base defenses are fairly tough to get by and requires some effort as a team to get into the opposing teams base. Secret Base- I love this map, is large enough to offer several strategic options for advance. The downfall, the ocean is a great place to put a MRL or Arty to wreak some havoc with little interference.These are just a few of my preferred maps. Now Ack, before you get your panties in a wad, I think you have done good work on your maps, but I personally do not feel there is any strategic value to them, they leave open the availability for the gung-ho team loner to go in and not have to rely on his team mates for help, I feel this completely moves away from the idea of a team vs team game, I want to see the lone gunman make a mad rush and get hosed. What i do enjoy seeing in a map is a group of people working together to win the map. Just my 2 cents.
