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Subject: Should jonwil fix bugs?

Posted by [zunnie](#) on Fri, 14 Jan 2005 15:33:23 GMT

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It would be very cool if you can fix this soon, i have always wanted to increase the minelimit from 30 to 35 for all maps.

It is more fair on the no-defense maps where Nod obviously has an advantage with SBH + Spawned Remote C4 to take out structures with 1 SBH.

In a way giving both teams 5 more mines will more balance the game because you can mine the most important buildings properly. On Walls/Fly for example you simply dont have enough mines for all the buildings.

[zunnie]

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