
Subject: Uneven map idea

Posted by [Havoc_elite](#) on Fri, 04 Jul 2003 13:04:48 GMT

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well it will affect de gameplay and tactic that is used, but if its also fun... I duobt it realy, you either need a verry good working team or unbalanced team players (Exempl: 7 Nod players VS 12 GDI players, GDI has no base defence).
