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Subject: Re: Park/city map

Posted by [GEORGE ZIMMER](#) on Tue, 29 Jan 2008 12:47:20 GMT

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Arr, damn you, I wanted to do a similar type of map. Regardless, nice job, I hope you can finish it.

What's the current poly count? And also, will it be more linear, or alot more explorable?

One more question: Do you plan on having it be a more single player map, co-op, or would it still be a <team> vs <team> kinda thing?

If the latter, I reccomend giving the civies some advantages, seeing as how it'd seem like Nod would have a pretty big advantage.

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