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Subject: Re: Now that Tiberium is canceled...

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 07 Oct 2008 00:47:16 GMT

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Small maps is what kept the tight gameplay, though. A lot of custom maps played in new maps servers are really huge and that results in slower gameplay. Take Last\_Stand for an example, that map can't really be played unless you've got at least twenty people in the server; and even when you do it's still a lot slower than a 10v10 in a map like Field or Islands.

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