

---

Subject: Re: [Map] C&C\_CaptureTheBunker Final Release

Posted by [rrutk](#) on Fri, 30 Sep 2011 10:58:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

it has the same handicap then any infantry only map, but if you try it with a lot people in one may realize, that it is pretty fun to have a lot infantry encounters in such a narrow room.

gdi needs to capture some floors to destroy the samside on the upper level, nod needs to fight them down and to hold.

the plp i know liked it. it's simply fun.

and, don't forget, it has a death match mode too. DM maps play most time in narrow areas. and what better to chose then a multi-level-tower, where you can shoot from bottom up and from the higher levels down.

---