
Subject: Re: C&C_CaptureTheBunker Beta
Posted by [crazfulla](#) on Fri, 30 Sep 2011 11:26:56 GMT
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rrutk wrote on Fri, 30 September 2011 03:53crazfulla wrote on Fri, 30 September 2011 03:37that map is utter crap, ther eis nothing to it, only a big elevator... BOOOOORRRRING

there are stairs too.

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's 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.

Deathmatch maps do not play in narrow areas, they play in winding networks of tunnels or whatever. Take ack's latest release for example, an infantry only map with loads of tunnels.

Also you can't walk up the stairs, you get stuck.
