
Subject: Re: C&C_CaptureTheBunker Beta
Posted by [crazfulla](#) on Tue, 04 Oct 2011 00:26:09 GMT
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sla.ro(master) wrote on Sat, 01 October 2011 00:40not really,
Yes, really. Why do you think ACK's new map, Crevasse, has so many ways to reach the enemy base? Because if it only had one path it would suck big hairy donkey penis. This is why many maps fail, because it becomes too much fo a slug fest, and thus a stalemate.
