Quote:There is something wrong with the concept that two opposing forces would cooperate to build an underground complex that would allow convenient access to their bases. Or, barring that, had this underground complex existed before - I really doubt that both teams would build directly on top of it so that they're both open to attack.

All C&C games follow this theme, they are always fighting eachother in an environment that doesn't make sense. You forgot that even Fjords doesn't make sense then. Why wouldn't Gdi block off that cave entrance that leads into their sewer? Why on earth would they leave that unchecked?

Quote:Those were originally developed by Westwood's artists. I only finished them off. You should know that since you've been around long enough. What point would there be to removing the essence of what made them what they are?

 I am fully aware that those were originally developed by westwood, but the fact is you could have just as easily taken out the tunnels or done something "Logical" with them.

Quote:You could easily make an underground cave formation that had an intricate design, without making it "unbalanced" for gameplay purposes.

A cave that leads to either base to me seems just as stupid as a tunnel that leads to both bases. It's pretty much going to seem unrealistic no matter what if that said cave leads to both bases, even if there is a bit of detail showing that it was broken into like on fjords.

 If were talking about realism, then C&C isn't the right game. We have teams that can build structures instantly in less then a minute because they have a mobile construction yard. So building a tunnel that leads into a tiberium facility makes just as much sense, because they could have built it in a day for all we know o.O If this was Battlefield or some other game that actually simulates a real life situation, i would probably be doing things differently.