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Subject: Favourite Maps

Posted by [Aircraftkiller](#) on Wed, 10 Sep 2003 23:29:05 GMT

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I played it enough to know that I hate it. It looks horrible due to the extremely large tiling on the textures. The gameplay suffers because of too many areas to move to, and to top it all off - you never put Repair Facilities in a level where the tunnels are crucial for winning. If you try to get up where the cannons are, some jackasses will have set Proximity C4 so you just die as you exit the tunnel.

It happens over and over... You can't even see the Proximity C4, same issue Glacier Flying and a bunch of other levels have.

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