
Subject: C&C_Egypt

Posted by [bighairybear](#) on Thu, 01 Apr 2004 16:59:08 GMT

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I think this map is nicely sized, Infantry can cover between the bases in under 2-3mins distance. There's a good mixture over open areas, covered areas and tunnels. I like the way repair pad being linked to the construction yard.

As for people saying maps should be large massive areas. The vehicle limit screws up gameplay on there's lots on player. Take c&c_desertsiege, on a full server half the team just stand around waiting to buy a tank. I like the idea of having big maps but bigger maps need a bigger vehicle limit.
