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Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 10:21:15 GMT

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Duke of Nukeswell...if that's how it was meant to be...then no wonder why it wasn't finished...and did it ever occur to you that the barracks might already be dead? My point is that it's a flawed design...and trust me...I'm being nice about this...I could point out several other problems in each of your maps...but hey...it doesn't matter...I'm just not going to play them.

Whoa...did you hear that? I dont like a map...so I'm letting it slide and am just going to avoid playing it from now on...IT'S A MIRACLE...IT CAN BE DONE

That's not a flawed design. You work as a team or you lose on Tropics.

That's not my fault - IT'S YOUR TEAM'S FAULT AND YOURS, AS AN EXTENSION OF THAT.

Go ahead and point out bugs. You do realize I'm about the only map maker that fixes bugs in my maps? It's not an insult to me because I actually do something about them.

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