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Subject: Suggestion re: spawn spots on Walls Flying  
Posted by [Spoony](#) on Thu, 22 Jun 2006 07:41:19 GMT  
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Anyone who plays Walls Flying at top level of play on a regular basis will tell you the spawn spots are horribly unbalanced against Nod... the vast majority seem to be in the Power Plant and Refinery. I feel it would make the early game much fairer if they were more evenly spread, so you had an even chance of getting in the Hand or Airstrip.

Thoughts?

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Subject: Re: Suggestion re: spawn spots on Walls Flying  
Posted by [=HT=T-Bird](#) on Thu, 22 Jun 2006 12:22:25 GMT  
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MaidenTy1 wrote on Thu, 22 June 2006 02:41 Anyone who plays Walls Flying at top level of play on a regular basis will tell you the spawn spots are horribly unbalanced against Nod... the vast majority seem to be in the Power Plant and Refinery. I feel it would make the early game much fairer if they were more evenly spread, so you had an even chance of getting in the Hand or Airstrip.

Thoughts?

It sometimes seems that way even in public servers...CP3?

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Subject: Re: Suggestion re: spawn spots on Walls Flying  
Posted by [piotrkol1](#) on Sat, 24 Jun 2006 17:43:58 GMT  
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So is there going to be a CP3?

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Subject: Re: Suggestion re: spawn spots on Walls Flying  
Posted by [Kamuix](#) on Tue, 27 Jun 2006 01:45:35 GMT  
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Could easily done though

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