
Subject: MMN complaints!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 20:48:00 GMT

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List em here, or suggestions. First off, never use that map "Secret Base" or "Hand of nod DM" (unless its a 4 on 4 match) again. And bring player count down to 16. 8 on each side. Im sitting to the left of my freind, we are using his name "Ubrgheist" and switching off after every game. [January 11, 2003, 20:51: Message edited by: DeafWasp]

Subject: MMN complaints!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 20:54:00 GMT

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To 16? Then it isn't as fun..

Subject: MMN complaints!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:03:00 GMT

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quote:Originally posted by Tiberc: To 16? Then it isn't as fun.. CTF is impossible with 40 players. You can NOT get past 20 guys shooting at you + C4, not in those confined hallways anyhow.

Subject: MMN complaints!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:08:00 GMT

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oh, the hand of nod DM also sucks because of its only 1 route to get to each flag, the elevator space is a hotspot, and mines have no place in such a map. Not to mention lack of funds, place some crates around ****it!

Subject: MMN complaints!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:10:00 GMT

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The best thing about MMN is that only peeps with good connections can DL all those maps, which means very minimal lag. I was surprised at 32 peeps shooting each other and hardly a bit of lag. yet the fps was a little nuts in some maps, especially HON DM.
