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Subject: Feedback Please

Posted by [Anonymous](#) on Thu, 09 Jan 2003 17:38:00 GMT

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That map looks really good. It is very pleasing to the eyes. Keep up the good work. As for the whole Bunker thing, I say just put one in the middle area where all the tanks are. That way, you can sorta control the flow of the enemies tanks, and have a chance of destroying those MRLS/ARTs that can attack the power plant, as you say they can. Also, consider putting more than 1 entrance to the tunnels in each base. It would be easy to defend one entrance, and that would sort of make the infantry useless. With 2 entrances, it can become a bit more of a challenge in defending the tunnels. No matter what you decide to do with this map, I'm sure it will come out good. You may have found a hidden skill here. Keep up the good work, we need more good maps for Renegade.

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