
Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Alkaline](#) on Thu, 22 Jul 2004 00:26:41 GMT

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1. Urban Rush = Non-working mct on strip, you can't c4 it and the repair is hella slow because you can't repair the mct.
2. Land = The airstrip hut & mct are indestructable it also does not have working mcts
3. Oasis_Flying = Server lag....
4. Conquest_Islands = repair_pad points exploit, gives 100 pts/rocket shot.
5. Miracle 2 = same as conquest_islands, except ceiling guns give 100 pts/rifle shot
6. Ruins0x = server crashes when a player presses the alt fire while inside the nod chem tank
7. SunFusion = Huge server lag.
8. Country_meadows = causes conflicts with alot of maps made by AircraftKiller himself.
9. C&C_Basin.mix (original) same as no. 8

If you are hosting a fan maps server, don't host these maps as they have bugs that severely effect gameplay.
