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Subject: Cheaters... cheaters..

Posted by [Alkaline](#) on Fri, 30 Jul 2004 15:58:13 GMT

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AircraftkillerQuote:The second real problem is that there are PLENTY of real good CUSTOM MAPS, created by GOOD mappers (excluding people like Aircraftkiller, always giving his side of choice an advantage - I'm talking about balanced maps)

Yeah. That's why a lot of my work is played often and has little complaints.

<http://renegade.the-pitts.net/mapstats.cfm>

Basin: 167 GDI wins, 139 Nod wins.

BasinTS: 237 GDI wins, 213 Nod wins.

FieldTS: 4 GDI wins, 6 Nod wins.

Glacier (NOT FLYING): 278 GDI wins, 293 Nod wins.

Metropolis: 95 GDI wins, 76 Nod wins.

MinesTS: 16 GDI wins, 15 Nod wins.

Sand: 12 GDI wins, 13 Nod wins.

River RaidTS: 57 GDI wins, 60 Nod wins.

Snow: 19 GDI wins, 19 Nod wins.

Tropics: 208 GDI wins, 207 Nod wins.

Yeah, that's real unbalanced! :rolleyes:

Ack's maps are generally pretty balanced. However, some maps like GolfCorse are not because GDI can sneak into NOD base on foot, while NOD can't do they same to GDI...

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