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Subject: Poll: Should we fix bugs in westwood maps  
Posted by [Aircraftkiller](#) on Mon, 18 Oct 2004 04:58:21 GMT  
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Editing my picture is not a mark of intelligence.

Quote:whast your problem dude, you have anger issues.

as a short stocky soon to be bald man would say, SIMMA DOWN!

If there were "LARGE imbalance issues" in the game, then why is it that the same team never always wins on a map? Ever think there could be something to do with the players?

I have no anger issues. Perhaps instead of telling me to "simmer down," you can try focusing on why it is that you cannot grasp simple balance between unit dynamics.

You're still an idiot. I'll quote from here: <http://renegade.the-pitts.net/mapstats.cfm>

C&C Field GDI 1543  
C&C Field Nod 1277

GDI wins quite a bit more than Nod does on Field.

C&C Hourglass GDI 1593  
C&C Hourglass Nod 1510

GDI wins about 80 more games than Nod does on Hourglass.

What's my point here? Level design is a HUGE part in what team wins a match. If you create a level that favors one team's strength (whatever that's meant to be, the teams are nearly equal because of a shitty balance system that's totally untrue to C&C) then that team is likely to win. If I create a level where Nod is set in a canyon with one way in and out and GDI is set inside of an open field with a lot of open space between the bases, guess what, Nod will win. Why? Stealth Tanks are not hard to use in those kinds of circumstances, making them newerism units that end the game in a few minutes.

Level design has EVERYTHING to do with who wins and loses.

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