
Subject: Core Patch 2 Map Poll #3

Posted by [Renx](#) on Wed, 18 May 2005 01:37:30 GMT

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flyingfoxthe land mines are nonsensical on that map... they guarantee standard soldiers die...they're not even proper mines, it's a line of death on both sides of the map, in the exact same 2 areas, you're guaranteed to hit them and lose exactly 200 health if you take that path. Wtf?

gameplay isn't very good either....building animations don't do anything to the gameplay, and there isn't much to do without a vehicle except run around in tunnels and get chopped by snipers.

I voted meadow

Let me guess, you've played the map once, and got hit by a mine that one time? I've made it across countless times. You'd rather have just an open, pointless beach so SBHs are guaranteed to get in and nuke your buildings every 2 minutes?

No, the destructable buildings don't affect the gameplay, but then again neither does grass. Hey, lets just remove everything that doesn't affect the gameplay! Making maps interesting is obviously bad.

Quote:there isn't much to do without a vehicle except run around in tunnels and get chopped by snipers.

Congradulations, you've just described every WS map.
