
Subject: Suggestion re: spawn spots on Walls Flying
Posted by [Spoony](#) on Thu, 22 Jun 2006 07:41:19 GMT
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Anyone who plays Walls Flying at top level of play on a regular basis will tell you the spawn spots are horribly unbalanced against Nod... the vast majority seem to be in the Power Plant and Refinery. I feel it would make the early game much fairer if they were more evenly spread, so you had an even chance of getting in the Hand or Airstrip.

Thoughts?
