Quote:What does the size of a map have to do with the time spent on a map?

Simply nothing but that wasn't the point.

Quote:I find it very satisfying when you play an 8hour plus game (this has happened to me once) and take home the victory.

Is the same for me.

You didn't understand my positon.

I HATE marathon-servers BECAUSE there are often so many players on it that the C&C-Mode becomes a simple team-vs-team-mass-chaos-battle without any tactics (exept mass-rushing - oh I'm impressed -.-) and you can only just shoot in the enemy-mass. Renegade wasn't designed for that in my eyes. Okay maybe you need some bigger maps but on those you're nothing without a vehicle (esp. with vehiucle-limit). You have to walk "hours" to the enemy base. The big maps also have a boring gameplay and look boring because the rnegade-Engine can't handle so much details you need for such maps.

Marathon would be cool if you have a playerlimit of 20 or 24 players.