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Subject: MMN Suggestions

Posted by [General Havoc](#) on Tue, 12 Aug 2003 21:36:46 GMT

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C&C\_Conquest\_Winter:

That map is a little too dark as well even at 100% brightness on my CRT monitor some of the tunnels are blind. The graphics on it are quite good it's just the gameplay that isn't that good as the base entrances are a chokepoint and there is no back entrance or tunnel into the base.

C&C\_CTF\_Complex:

It's the map Dante converted to CTF. When i've played it it is actually quite fun. Mostly it is a tunnel war but ocasionaly you'll get someone sneak and steal the flag whilst everyone is battling in the tunnels. Also the no proxy C4 is a good thing compared with the other CTF maps as it stops camping around the flag.

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