
Subject: Re: Map rating

Posted by [liquidv2](#) on Tue, 18 Oct 2011 16:00:40 GMT

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Goztow wrote on Tue, 18 October 2011 01:37 If you then play with 0 starting credits, no donate and no other shitty modifications, then the win-loss % is around 50 % (BI once tested this, BTW). Black-Intel never had enough players to accurately test ideal ren in my opinion (somewhere between 10v10 to 20v20, 32 total players being the ideal) what i go by is when we had it on Jelly 1, which had over 10 players per side every day on average
it was pretty filthy

Nod had Complex, Hourglass, Islands, Mesa, Walls_Flying, and Canyon by the balls
Complex and Islands were a Nod win nearly 4/5 of the time

GDI maps included (surprisingly) City and City_Flying, and Walls

Volcano was nearly dead even, which is why i like it so much

Omar007 wrote on Tue, 18 October 2011 02:45

Don't you mean 'Mutation Redux'???

Also, when the list is made, are there any plans of making it a mappack?

no, i meant what i typed

i know Snow, Fjords, and Mutation_Redux are all cool already so i didn't bother adding them to that list
