

---

Subject: Re: C&C\_CliffRaid \*WIP\*

Posted by [Xpert](#) on Thu, 29 Mar 2012 20:28:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I see no way of getting credits at the beginning.

- Will the base defenses attack people if we try to go after the Harvesters at start?
- Are there any tunnels leading from where the bar is to where the hand is?
- Are there any access to the top of the "cliffs" or "canyons"?
- The building placements are a little gay sort of. I can see the point whoring of the PP all game depending on who has the field and no other actual game play.
- GDI has a major advantage, especially with the building placements. GDI can easily get an APC and rush towards the Hand and Refinery. Nod can't get into the bar because they're get shot by the AGT. And it will be a bitch to get to their Refinery.
- And I can't tell but if that's a tunnel behind each base, then GDI still has a major advantage.

I'm sorry, I just see terrible gameplay at the moment with how it's set up. I like the fact that it's symmetrical sort of like Hourglass, but the map is definitely lacking.

---