
Subject: C&C_Forgotten_Isle Released

Posted by [Cpo64](#) on Fri, 23 Jan 2004 08:00:10 GMT

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The map is kinda intresting, with some weird teleporters that killed me

I don't like the fact that there is only (that I could find) one way into the nod base. The GDI boat is too small, I think it should have been more elaborate. The gdi harvie should have been dissabled.

The aircraft fuel thing pissed me off to no end, I went threw 4 choppers before I actuly made it too shore (a cuple of them got stuck in the boundaries, a diffrent problem all together.)

Game Play if you have some smart people on Nod will make it awful for GDI.

Since you can't get a fleet of choppers (they would start to die before you had it assembled) you will have to pile everyone into one choper. Now, all nod has to do is sit on the shore with a cuple long range infentry (snipers/ravashaws) and pick off the already damaged helicopters, and watch gdi fall too their deaths, (which will cause hell in the gdi spawn room.)

Only thing GDI has going for them as they decided if they want to fight or not, if they just sit on there boat, nothing will happen. So if GDI some how makes it to shore alive, then all the way to the Nod base, and manages to get a lead in the score, they could just sit on there boat, and have a party
