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Subject: FanMaps

Posted by [Aircraftkiller](#) on Mon, 02 Feb 2004 19:56:44 GMT

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Alpine - 4 | Blinding, hard to see, forced gameplay with the base defenses, lame tunnel network that doesn't give any advantage to Nod, just GDI.

Bio - 5 | Looks like it was made in a hurry, same forced gameplay with base defenses, tunnel network isn't detailed and doesn't do anything.

BunkersTS - Won't rate my own work...

FieldTS - Won't rate my own work...

Forgotten Town - 4 | Badly constructed, not much in the way of fun.

Mars - Won't rate my own work...

Ravine - 2 | Simply a Walls clone without the plateau or large walls. Not fun. Not imaginative. Just boring.

SeasideCanyon - 7 | Base defenses make it forced gameplay.

SeasideSunset - 9 | Light base defenses make it fun, so you can actually attack.

Siege - 6 | Looks good, but the gameplay is lacking due to bad structure placement.

Snow - Won't rate my own work...

Tobruk - 3 | Not fun. Not at all. Bases are laid out weird, with the "dirt ramps" and the large space between each base...

Volcano Flying - 7 | Not a bad remake of the original Volcano, but lacks detail in areas, like being able to fly through the mountain pass at top.

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