
Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 00:38:16 GMT

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

Titan1x77AircraftkillerSo you loved the non-existent foliage to hide behind, or the lack of trees, or the fact that "snipers" owned everything including the still-underpowered helicopter units?

I'm sure that was great, make it even easier for them to get assloads of points from doing nothing to tanks.

Plenty of foliage and tree's and sniper points arent as much as a problem as you make it out to be....both teams can get points from there ramjets hitting tanks...It comes down to basekill more times that not...and snipers hitting tanks for points won't help you destroy a base.

Then obviously you haven't any grasp on gameplay dynamics because you seem to miss the point, you design levels around what you want instead of what the game is, therefore you cause it to have shitty gameplay.

Shoot yourself in the foot, no skin off my nose.
