
Subject: C&C_Egypt

Posted by [Titan1x77](#) on Wed, 24 Mar 2004 01:12:08 GMT

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Aircraftkillerobviously 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.

That perfectly describes your intentions with your maps.... :rolleyes:

Your a moron...you dont even play any of these maps yet you judge them like you know how they play out.
