
Subject: C&C_Egypt

Posted by [IRON FART](#) on Mon, 29 Mar 2004 04:17:20 GMT

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I just played the map. Heres my opinion:

Looks: 7/10 - Not much eyecandy to look at, but it is a desert so...

Gameplay: 8/10 - Need cooperation and needs to on a large server to be fun.

Design: 8/10 - There is lots of cover from base defences. So in a sense its like C&C_City. Lots of angles of attack which is good because it eliminates a lot of really gay camping.

The Conyard/Repair Facility thing wasn't a great idea. Partially because they are two entirely different structures. And partly because the Repair Facility looks like 4-poly plane which looks stupid just stuck in the ground.

If there was a way to increase the vehicle count up to like 10 for each team, that would be good too.

Its good for large servers.

My average FPS was 35-50.
