

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 18:07:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think the game is well balanced between the sides. I think obelisk/turrets is equal to AGT. Nod vehicles are equal to GDI. I think anyone who thinks different is just \*\*\*\*ed because their attack failed. Now, bring in your flaming replies.

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 18:09:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

GDI tends to get obliterated on no-defense maps. But otherwise, yeah. They're mostly equal.

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 18:21:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

no, i dont agree, each map except C&C\_under is unbalanced to once side. All maps with base defense = Nod Wins 99\% of the time Field and some other maps = GDI wins 99& of the time. I hate all the C&C Maps except under, all of em are unbalnced peices of \*\*\*\*. And all those \*\*\*\*ing newbies who dont know how to play are \*\*\*\*ing annoying. How stupid can some newbies get, I wasnt as stupid as they were when i started. God\*\*\*\* \*\*\*\*ing newbies just stand there looking at the enemy engy plant C4s on the MCT. Newbies rush the base defenses with basic soldiers Newbies rush with empty APCs Newbies use flame tank rushes with 2 tanks Newbies are the lowest form of life on the planet!! GRRRR sorry, i just had a bad ame cause of the \*\*\*\*ing NEWBIES WHO DONT KNOW HOW TO PLAY on my team

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 18:46:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

as it's been said dozens if not hundreds of times on this forum, the beast team will win. but i do believe that no defense maps favor the nod if the game lasts long enough for the stealth/beacon combo to arrive. personally i'd like to see all maps have base defenses. it requires more teamwork to win...

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 19:05:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have never noticed one side winning more than the other. It is always 50/50 when I play. But

---

then again, that may be because I switch teams every game

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 19:09:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think the non-tower maps end alot more quickly, but takes more thinking to succeed, due to the fact that any enemy can jus waltz right in and create Havoc b4 u even know it otherwise.And, BTW ive seen Nod get their arse's kicked in non-tower maps really quickly a moderate number of times, usually from a complete lack of teamwork.And i think the n00b infestation we all got at the beginning is slowing down now, as ive been seeing alot more people actually interacting with eachother and typing stuff(me included). Plus GDI and Nod seem to be winning = #'s of games overall nowadays

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sun, 07 Apr 2002 10:35:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i think both sidea are equall, gdi has better tanks , but then nod has better infantry. And on teh no defense maps the team who was teh most people wiht a really fast connection wins becuae they start right away and can sedn engineers into the others base when only two people are loaddead.This has happened on both sides to me (becuase of my connection) i join and right away itsays refinery destroyed ect. or it will say enemey airstip destroyed. It allseems to come down to connection on non defense maps

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sun, 07 Apr 2002 10:48:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Non defense maps favor nod because they can easily walk in with a stealth black hand and nuke when they reach 1400. I do it all the time. but nod loses no defense maps when gdi just rushes with 2 or 3 medium tanks or whatever, and nod has no defense whatsoever. and in field, NOD wins a lot... if nod pushes back gdi tanks they can go for it, and they get a huge advantage if they get mobile artillery out in the beginning. Plus, nod can nuke the barracks and refine, but it takes GDI 2 ion cannons to get the nod refine (usually)They're all pretty balanced, but on complex, nod almost always wins, unless gdi rushes. On hourglass, GDI just has to stick to defense, and they can easily win.

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Sun, 07 Apr 2002 11:01:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i think hourglass is my least favorite map. it's too confining and nod's stealths are totally negated cuz there's no room to manuever. plus there's a trick to make the ob fire harmlessly at a free inf that's just standing there at the top. anyway, i still think they should add base D to all maps. the games will last longer!

---

---

Subject: I'm thinkin the game is balanced how it is...  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 00:29:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey Wozzy, nice to see you here. Had a blast on the HUGE PIPE/80 players last time. Yeah indeed, n00bs are kinda irritating, but whenever one starts to listen to us (like np\_sof2) I think our life (online) had a purpose. We took out GDI with only 3 Flames!How incredible is that? Probably not since GDI we're mostly n00bs.

---