Subject: Re: new maps
Posted by liquidv2 on Sat, 19 Feb 2011 07:20:36 GMT
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for a few reasons; most of them that i've played in the uber map pack are quite large, meant for more players
few players actually have the maps and even fewer join servers where they're actually played; you end up with huge maps and low player counts, making every map a large-scale city or city_flying map where everyone seems to think stank rushing is the only way to go and attempts it the vast majority of the time

either you're on nod and stank rush or you're on gdi and do what you can to babysit and/or find the stank rush...good times