
Subject: Re: C&C_CaptureTheBunker Beta
Posted by [sla.ro\(master\)](#) on Sat, 01 Oct 2011 07:40:38 GMT
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crazfulla wrote on Fri, 30 September 2011 14:26

Deathmatch maps do not play in narrow areas, they play in winding networks of tunnels or whatever. Take ack's latest release for example, an infantry only map with loads of tunnels.

Also you can't walk up the stairs, you get stuck.

not really, i saw some deathmatch maps who doesn't have lots of tunnels, but they have boxes where you can hide and wait your enemy or some traps. Deathmatch maps needs to be fun and fast.
