
Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 22:44:10 GMT
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Visually, the original WS levels were crap.

Gameplay wise, even worse, because they forced gameplay instead of allowing people to choose attack routes through undefended areas. It's always through some sort of choke point, causing it to feel too stale and worn out.

I can understand some of them being like that, but every single one is the same way. There is little room to maneuver and battle, and not much incentive to destroy the enemy base since you get penalized for using powerful attack tanks since they give off absurd amounts of points when shot with n00b cannons, rifles, and assorted other weapons.

If they don't give off too many points, they're destroyed easily, so it really makes them almost useless.

Quote:Yeah, Titan's maps suck. I wonder why a lot of his maps are in many different server rotations?

Besides said n00b servers, about the only place they're hosted is on RenStation, and Speedy replaced most of them long ago...
