
Subject: CTF_Winter Released

Posted by [Anonymous](#) on Mon, 20 Jan 2003 18:47:00 GMT

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Yes, my map is probley one of the worst things you would ever see. But the people who tested said it was fun =). The textures arnt very good, but the hieghtfeild makes for hard navigation. Really rocky and mountinous. The Nod flag is pretty enclosed, but that also makes for better defence, there are cliffs around it. The GDI flag is more in the open, but also half way up a mountain, so you have to find a way to climb it. The map would be really boring with normal speeds, so i speeded up the infantry and jumping abilitly, this also makes it easier to get over alot of the rocks. The timed C4 has been changed to 2 seconds instead of 30, making close combat very "interesting". I've been thinking the map would be better with alot of people, just running along with the flag and see'ing people shooting at you from the cliffs, and running at you from every direction. Anyway, enjoy the days worth of work map, I did. Thanks to SomeRhino explaining and testing my CTF map. Thanks to Taximes for his flags. Thanks to Kresin for letting me post it on his site, and testing my map. Get it Here
