

---

Subject: Notes to Dante regarding his CTF MapPack  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 02:52:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have played many many versions of CTF, including quake1, Quake2, Quake3, Unreal Tournament, UT2K3, and about 4 lesser games. Here are the basic "rules" of a CTF game. 1. You only get points for: fragging any normal player fragging the enemy that has your flag (bonus points) Taking the enemy flag Touching the enemy flag to YOUR flag (complete capture) You CANNOT get the capture bonus if the enemy has your flag (your flag has to be in base for you to get the bonus) The maps you have on domsvr06 are nothing more than the standard maps, with CTF flags and code added to them. The following things should NOT be occurring in a CTF map: Pointwhoring on enemy buildings with MRLS/Mobart, etc Attacks on enemy buildings 30 Proximity mines around each flag, making it impossible to capture stealth guys beaconing buildings for points If you go into any of the CTF maps being played on domsvr06, you will not see a CTF game, you will see normal all-out war that occurs on any server. Nobody is even trying/interested in capturing the flag, and even if they wanted to, some tech/hotwire has put 30 prox mines around it anyway. I highly suggest you redo the maps, and disable beacons, C4, and any heavy vehicles. Real CTF games are fun, and since the only points you get are from taking their flag, the juicy bonus of getting it home to your base, bonus for fragging the enemy flagcarrier, etc. The highest score obviously goes to the team that is the most successful in capturing and stopping captures. As it is, people are racking up bigtime ladderpoints by destroying buildings. And, yes I know, the game doesnt actually end until there are X number of captures, but for example, I was just in a game where Nods entire base was destroyed, and GDI had 4 APCs roaming around inside the base just running over anyone who ventured out....yeah thats real \*\*\*\* fun...not. P.S. This was in no way intended to be a flame. I am just letting you know how I think CTF should be, and everyone I talked to felt the same way. Your beta-ctf map was more fun...it gave the right bonuses, nobody destroyed buildings, and it even made sounds when the flags were captured. These new maps dont even make the capture sound. Thanks for working on this, with a little tweaking it will be really fun.

---