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Subject: Caution: Idea for a talented mapmaker inside...  
Posted by [Anonymous](#) on Sun, 01 Dec 2002 14:03:00 GMT  
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2 sides, and in the "center" a neutral zone, which isn't that neutral at all. You'd have all kinds of objects to hide behind, like walls with holes in them etc... You'd have to return to your own "base" to reload your ammo and health. If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction... now and the arena should be pretty dark. dark walls etc. but with lots of "lights" (animated?) Sounds interesting....and challenging. I'll start working on it. You have AIM, MSN or ICQ? You'll never finish it, so why are you even bothering? Go finish one of the other maps you promised to give, but failed to show. Want to bet it? Why do I need to bet? Let's list what you've promised and failed to deliver: Project ZeRo, The Seasons modification, Park Refinery, DM Antarctica, and some others I can't remember...

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