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Subject: Re: DM\_Ancients

Posted by [warranto](#) on Thu, 02 Jun 2005 22:51:14 GMT

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Wow.

Great job with this one. Even though the music doesn't "get you in the mood to kill", it's just as dangerous. It's quite easy to become lulled into a false sense of security by listening to it, only to be jolted awake when you turn the corner to be greeted with a hail of bullets.

My only suggestion, though it's not a big one, is that the pillars in the "pond" area should have allowed you to use them as a short cut to the other side. Not a big thing, but an interesting feature (I think) to consider.

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