
Subject: Re: Renegade 4.0 Test Event - Round #3
Posted by [crazfulla](#) on Sat, 20 Aug 2011 09:50:08 GMT
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jonwil wrote on Sat, 20 August 2011 02:24Jonwil's Lair would be OK if the bugs with it were fixed (like the fact that GDI cant fire in first person for one)I never noticed that. But then who uses 1st person anyway? To me, all that map consists of is a SP Hand of Nod, a bunch of (insert random LE object here) spammed all over the place, and basic infantry whoring over n00bjets for 50 odd minutes. Makes me want to go to sleep.

But still, it isn't the worst map in there by any stretch of the imagination. Seriously what the fuck is an enterway? That map is huge, boring, has missing textures, and for the life of me I can't find my way to the other teams base. Remove that map or I start a riot.

jonwil wrote on Sat, 20 August 2011 02:24Last_Stand is a titan1x77 map and its great. Only problem with it is the fact that its so BIG.
Titan maps are fuckign epic. But yeah if you lose your tank it's a long walk back to base.

As far as his other creations go, I for one like Country Side. It is also reasonably big but is heaps of fun to play. I like the look of Terrace, but tbh it plays like crap. It is nigh impossible to defend against stank rushes with small player counts.

As for Halo38's maps, I see you already have bio on the rotation. I would recommend a few others, like Arid, Hybrid Forrest, Tobruk etc. They all look really nice and play quite well.
