
Subject: n00bstories AOW Server Fan Map rotation
Posted by [sniper12345](#) on Tue, 16 Dec 2003 14:18:13 GMT
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Hmmm....

I've played a couple of Titan maps and I must say, I do like some of them. I agree that his maps may not be the flashiest and prettiest of all, but some of them do play pretty well and as graphics don't make a game, appearances don't make a map.

I agree with a lot of people that ACK does creates some pretty decent maps such as Zama and Forest of Illusion for Ren Alert and as mentioned, FieldTS, Metropolis and many more. A lot of his maps are above average standards and I think that's a good thing.

Yet some of ACK's maps are, in my opinion, pretty crap. I agree with Titan on that Snow is very uninteresting and that Mars is a bit too plain, and I also think that ACK's maps need a bit more variety than the typical base entrance and tunnel format. This is one thing I prefer Titan over ACK sometimes - originality. Yes I know that ACK has some pretty unique features in his maps, like 2 story buildings and such, but on a whole, they are not very different from the average Westwood map. Take Lightwave by Titan for example, I swear that nobody in the community has done it before (with teleporters in buildings and so on), and the map is actually very playable despite it isn't too good looking. But once again, I believe that appearances don't make a map.

Sorry if I have offended anyone, but that is just my opinion, and you can ignore it if you want to.
