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Subject: FanMaps

Posted by [Alkaline](#) on Wed, 04 Feb 2004 04:29:39 GMT

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Alpine 4, LAME low fps in tunnels... glitches galore! gdi can run on top of the mountain and snipe nod all day oby can't hit them

Ravine 3, seriously... is that even a map ?

BunkersTS 8, good, but reacons are useless, nod is screwed in the begining because gdi can rush nod base while gaurd towers crush nod trying to rush nod..

Snow 3, same exact thing as ravine, pointless and took maybe 30 mins to make..

Mars 4, lame open field not impressed...

FieldTs 9, actually pretty good, much better than any remake I have seen so far, kudos for the tunnel idea.

Siege 10, exellent map highest rated mod map to date (renmaps).

well I won't go on but you should consider some of these maps:

High\_noon\_2

MetroTs

GlacierTS

Oasis\_flying

Diversion

Here is the rotation i'm using on my server:

<http://www.unrules.com> try some of those see how you like them. Maybe we can make a new map server affliate or something.

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