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Subject: Looking for...

Posted by [EatMyCar](#) on Sat, 02 Apr 2005 17:05:24 GMT

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Just curious,has anybody released/considered remaking some maps from GoldenEye 64 for renegade? it'd be a pretty interesting thing to do,IMHO. mostly for Death Matches,but some of the big ones(Streets,Statue Park) could be re-designed to be a regular C&C map. nevermind the fun of a Deathmatch in the Facility. heheheh...

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Subject: Looking for...

Posted by [Javaxcx](#) on Sat, 02 Apr 2005 17:10:59 GMT

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There is a Temple deathmatch available possibly at <http://www.renmaps.com>

I personally have made a Complex deathmatch map. You can get it at <http://www.fudonline.com>

It's not terribly well made, (it was my own first actual LEVEL), and needs to be updated. But the level is there and it is playable.

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Subject: Looking for...

Posted by [EatMyCar](#) on Sat, 02 Apr 2005 17:28:26 GMT

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thanks man!

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Subject: Looking for...

Posted by [flyingfox](#) on Sun, 03 Apr 2005 00:36:05 GMT

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I loved the level called Library in goldeneye multiplayer, but the image of a renegade one sounds awfully boring. These levels would be good redesigned on some first person shooter because renegade's gameplay is far too slow for what made the maps fun.

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Subject: Looking for...

Posted by [EatMyCar](#) on Sun, 03 Apr 2005 14:55:15 GMT

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Library was insane. i used to get lost in the basement alot. but it could probally work as a CTF map. Nod controlling the basement,GDI gets the stack. or just as a Deathmatch map. cant belive they left the G.Launcher out of the maps,though. ah well.

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