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Subject: Invitation to TheOrder server

Posted by [Blazea58](#) on Wed, 29 Sep 2004 10:25:32 GMT

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90% of the maps Aircraftkiller listed, i totally agree to them being crap in gameplay sense, not the actual design etc. If you seriously still have fun playing prison camp with the enemy spawned vehicles to shoot at, for hundreds of points, instead of playing the DM part of it, then ya got some problems.

Alot of those maps in rotation are over a year old, and overplayed. Hes speaking from experience, he doesn't expect everyone to agree to what he thinks, he just thought because hes got so damn much experience with this game, his thoughts would be of some value to someone hosting a server, and in need of more people.

C&C\_Bio.mix - Detailed map, good gameplay.  
C&C\_Hangmans\_Canyon.mix - over played to crap, used to be fun when it was released way back when renegade came out practically.  
C&C\_Lightwave2.mix - I find the lightwave series somewhat entertaining. Textures are good, overall layout is, its just the detail is low.  
C&C\_Duel\_Arena.mix - Fun little map, not good for more then 8 players.  
C&C\_Wasteland.mix - Fun but fps is a bit low.  
C&C\_Night0x.mix - Dont remember. I think its a city map, not sure. but slash did make it.  
C&C\_Mutant\_Lab.mix - worst textures ever. Boring gameplay, turns into sniper fest.  
C&C\_Conquest\_Winter.mix - Worst gameplay ever (enough said)  
C&C\_Kanes\_Castle\_DM.mix - Single player, not my style. Thats why it was made for Single player.  
C&C\_Gobi.mix - I had fun on this one, i give it a thumbs up.  
C&C\_Fortress2k4.mix - Boring, same as the normal fortress, just fixed up a bit, to make it seem like its a new map.  
C&C\_River\_Canyon.mix - Fun map, just overplayed. I remember a good year and a half ago, playing it on the pitts every day.  
C&C\_Miracle\_2.mix - Garbage  
C&C\_Haunted2.mix - Fun map, lots of custom objects, good fps, great gameplay.  
C&C\_Country\_Side.mix - dont remember  
C&C\_Prison\_Camp\_DM.mix - If you don't mind being against people that just snipe the spawning vehicles, then hey great good luck. I found it fun for a good year, now of course its overplayed to shit.  
C&C\_IslandsEVO.mix - A very poorly designed map, with horrible texturing.  
C&C\_Pacific.mix - Dont remember  
C&C\_FieldTS.mix - Some of the best texturing Ive ever seen done, for a remake of a westwood map. The tunnels are much better, there is so much more to the map, lots of scenery, i give it 2 thumbs up.  
C&C\_Alpine.mix - To me being blind, is not fun, and having morons hopping up mountains to avoid defences doesnt make it any more fun.  
C&C\_Plunder\_Valley.mix - An average map, just needed more detail.  
C&C\_MetroTS.mix - Sorry, for a city, i find it quite small, and very odd that not one building has a real entrance or doorway lol. Just needs enterable buildings.  
C&C\_LittleHillRumble2.mix - Never heard of it

C&C\_RiverValley.mix - dont remember it, but i do have it.

C&C\_PipeFight\_Evolved.mix - Crap

C&C\_Tiberium\_Temple.mix - Utter bullshit Crap

C&C\_Storage.mix - Crap

C&C\_Tobruk.mix - Crap

C&C\_Area51\_DM.mix - Im not sure how anyone thought this looked like area 51 in any way or form. It resembles a cardboard box, there is no geometry in the structure, its just a nice large boxed in area yay.

C&C\_MutationRedux.mix - Dont remember it

C&C\_Riverfalls.mix - Dont remember it

C&C\_Big\_Walls.mix - Cool looking walls, but thats seriously it. The layout stinks, your in a retangle shaped landscape, with equal sized cliffs around you, that look like crap. Gameplay is very boring, as infantry has a small tunnel with nowhere to go, or the large mountain to get shot at on your way, because of the no tree situation.

C&C\_DM\_Cambodia.mix - A very detailed map, with tons of secrets, such as the hole in the ground with the tunnels, or behind the waterfall etc. I always liked this map, just nobody played it.

C&C\_EXPO.mix - Never heard of it, link me to it lol.

C&C\_DMCenterTS.mix - Yea of course this one rocked, because of the insane lighting, and the overall new look, and i think there was backpacks instead of ammo boxes and different assortments of weapons etc.

Well those are the maps i like, or dont like, but i would say, aircraftkiller has alot of experience with the game, and has played almost every renegade map, and made a fair chunk of them as well, so hes able to predict wheather its crap or not, alot better then someone who just bought the game.