
Subject: Re: c&c_dont_fall.mix

Posted by [Naamloos](#) on Sun, 13 Nov 2005 12:32:26 GMT

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I like your idea, but you just need to work it out a bit beter.

I am also looking for unique types of maps, I already made some 'chaos' type maps (big maze, invisible paths, ect) and a jungle map where everything takes place high in the tree's. And don't fall as there aren't any blockers... The chances that you fall are larger there then on your map.

I am also working on challenging maps where, for example, you have to get to the top of a tower which has lots of traps and objectives, and just place the beacon on the ped for your team to win.

And a small map with 1 weapon... Of which the ammo can go anywhere, well it's 90% random, it seems to like going up a bit faster then going down, and the speed is always the same... But it's fun with friendly fire on.

And more...
