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Subject: Small team deathmatch map

Posted by [blaxsaw](#) on Tue, 17 Jun 2003 20:22:07 GMT

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This is a small, low poly team deathmatch map. I haven't used any alpha blends as the edges between different textures seem to blend fairly well as it is. No official textures are used. I may design a few more deathmatch maps before releasing it. The map is suitable for small games. In this level my FPS is averaging at about 30. What do you think of this map and should I design similar themed maps to go along with it? I haven't thought of a good name yet so any suggestions would be useful.

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