Subject: C&C_Mario64
Posted by GrayWolf on Tue, 19 Jun 2007 06:51:40 GMT

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I am working on this Super Mario 64 map. It's not done. I just want you guys to test it out and tell me what you think. I am extracting the models and textures from super mario 64 and then re modeling and texturing them in 3ds max 8. It takes forever. I plan on having every level in this map. So far I only have the first level done, but you can walk in most of the doors on the ground floor. If every thing goes well I may do this for other games. Maybe Zelda ocarina of time, or phantasy star online...ect.

Oh be careful there may be some bugs I haven't tested everything, so this is kind of like a beta test, you can fall off edges and stuff.

So play it and tell me what you think.

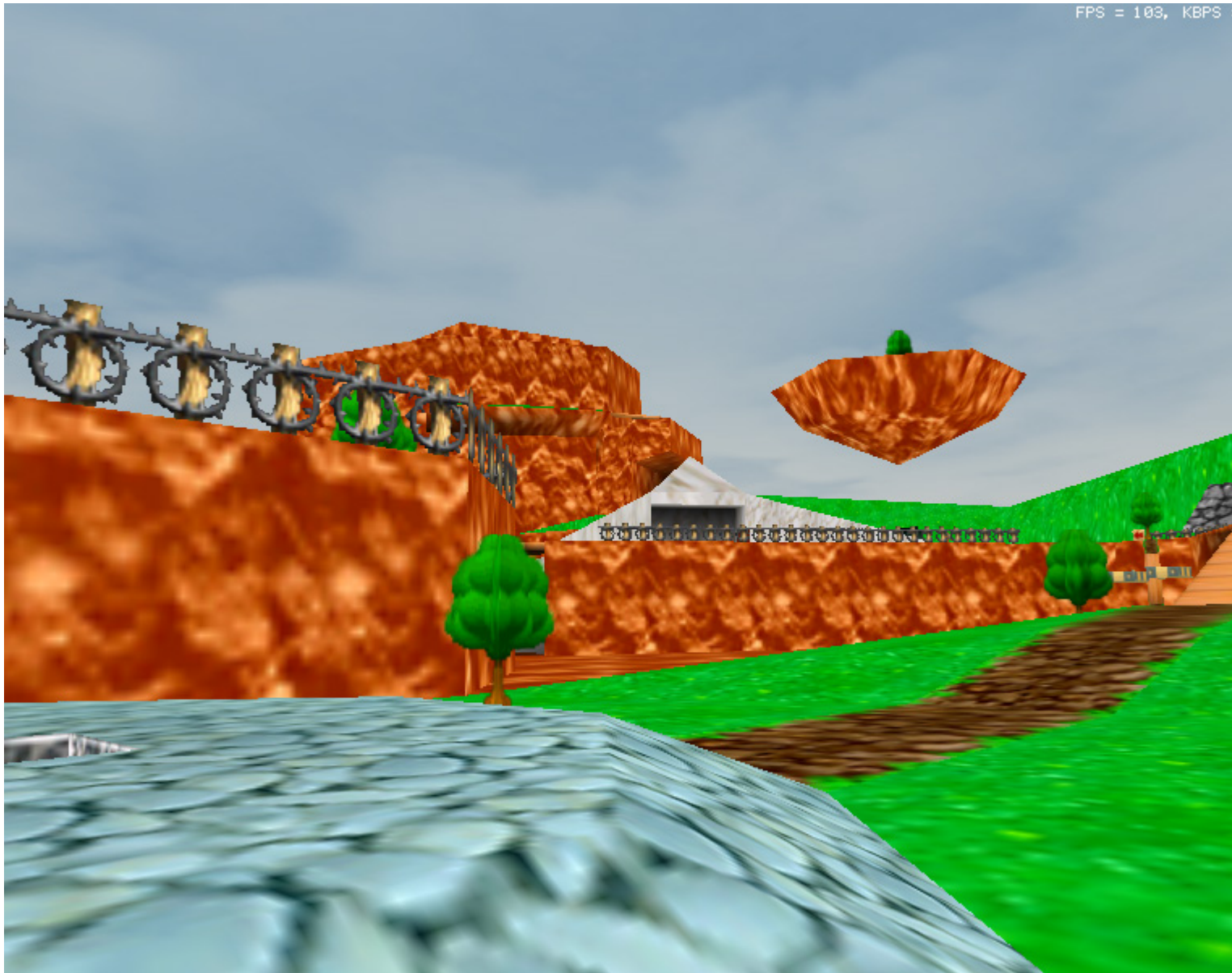## File Attachments
1) ScreenShot05.jpg, downloaded 1613 times

2) ScreenShot06.jpg, downloaded 1612 times

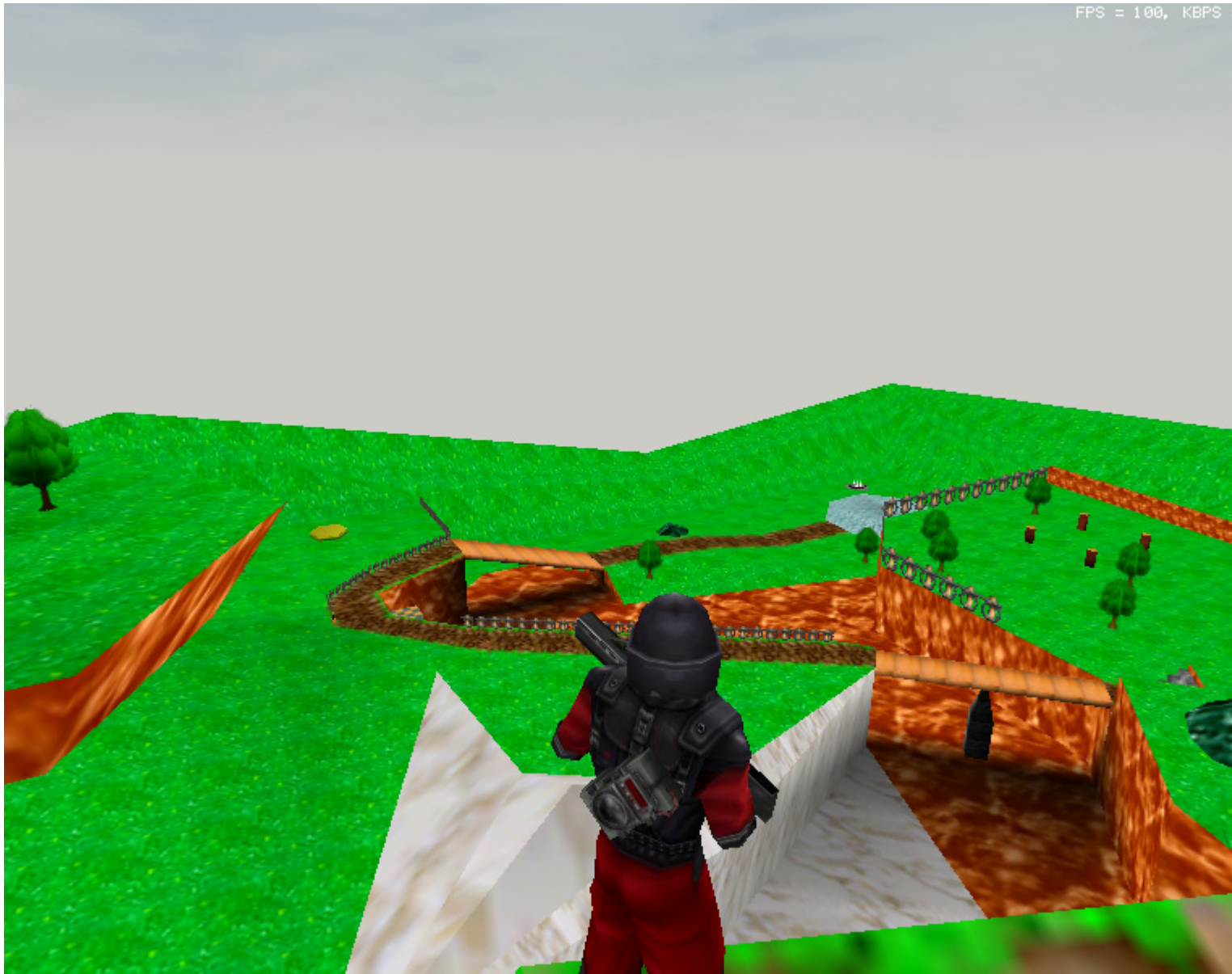3) ScreenShot07.jpg, downloaded 1583 times

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4) ScreenShot08.jpg, downloaded 1557 times

5) ScreenShot09.jpg, downloaded 1738 times

6) C&C_Mario64.zip, downloaded 289 times