Subject: Re: C&C_Mario64
Posted by JasonKnight on Thu, 21 Jun 2007 03:00:58 GMT
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GrayWolf wrote on Wed, 20 June 2007 20:42I use 1964. I use pj64 if I want to play a game and 1964 if I want to take stuff from a game.

If you make just a map with the original level on it, I would love to turn it into a multiplayer deathmatch for you with spawnpoints and weapon pick up and secerets and everything.

Or just work with the whole thing and just have it lock everyone into the 1st level location blocking off the warp block that takes you into the castle.

I will see what I can do tonight a little and have some fun with it but yewa, Making each level as a death match level would be freakin cool as hell.

But also places like Zelda OoT like the Koriki Forest, the area outside the castle, in the castle, the village int he castle walls, the village at the mountains, the gorgons layer, the (cant remember there names zorons?) fish peoples layer, the forgotten forest, Hell even makeing a huge level of the Hyrule field a C&C map with bases at each end of it... all of that would be cool as hell.