
Subject: Re: Map rating

Posted by [Aircraftkiller](#) on Sat, 08 Oct 2011 01:07:03 GMT

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liquidv2 wrote on Fri, 07 October 2011 20:56we could go back and do the specific maps we have that didn't suck
our list so far:

Blizzard
Cliffs
Meadows
Mutation
Mountainforce
Mineshaft
Metropolis
Meadow
Land
Hillbilly_Valley
Grasslands
Fudplex
Dusk
Deth_river
Worthy_Classic
Arid
Creekdale_Flying
MetroTS
Conquest_Winter
Twisted_System
Urban_Rush
Uphill
Underpass
Tomb
Tobruk
Tiberium_Redux
Niagra
Night0X
BasinTS

This is a list of maps that don't suck? I hope not since there's a lot of shitty ones in here. I'll list the ones I know:

Night0X

Conquest_Winter (St0rm runs it, and it's just four hour stalemates every game)

Land (I didn't bother to change much of the terrain, and I fucked up some PTs and the Airstrip control tower isn't registered as part of the Airstrip, so it needs to be fixed before it could be considered good)

Metropolis looks like ass, that's enough of a reason to not play it. I made that as well.

If Mountainforce is the same thing I remember, with the huge mountains that let snipers destroy anything, fuck it in the ass.
