
Subject: Re: Server opinions

Posted by [Veyrdite](#) on Sun, 28 Apr 2024 11:49:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think the relationship between vanilla maps and playercounts is a short-term effect. For long-term player interest you need to be shoving in new maps occasionally. There will be complaints -- you don't survive this long on vanilla maps without creating a system where people reward stability -- but I think it shouldn't be a 0 or a 1 choice between all vanilla and all newmaps. Throw occasional random and weird ones in occasionally to spice up the flow and mood, give people a break, even if it's on a short timer like 20 mins.

C&C_Snowfight2004, just found it :) It's as glorious as I remember.

https://multiplayerforums.com/files/file/1113-cc_snowfight2004zip/]Download

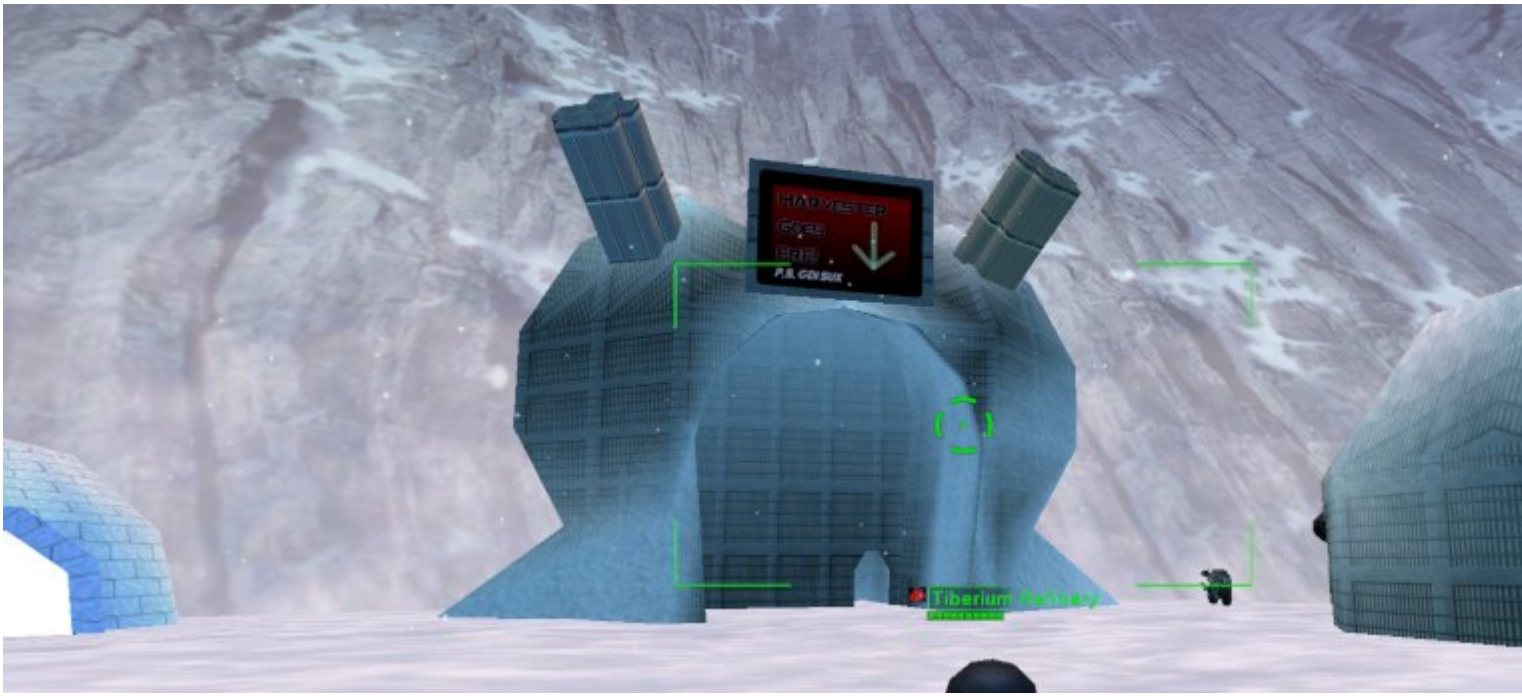
C&C_Bot_Islands, just for the hell of it (instead of vanilla islands)

File Attachments

1) [1.jpeg](#), downloaded 120 times



2) [2.jpeg](#), downloaded 105 times



3) [3.jpeg](#), downloaded 115 times



4) [4.jpeg](#), downloaded 327 times



5) [5.jpeg](#), downloaded 115 times

