

---

Subject: Titan's maps suck

Posted by [Aircraftkiller](#) on Wed, 26 Nov 2003 23:04:24 GMT

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

---

This is just it, you don't listen, you just read what you want and say that you listened...

My own personal opinion, yes, based on the precedents set for C&C Mode levels from Westwood Studios and their level designers, not some goofy kids saying "HAY IF U WERE A HOTDOG WOULD U EAT YERSELF? I NO I WOULD AND HAY U NED TO MAEK HILS CLIMBABEL TOO!!!!!!11!111!!!!1"

Things like that were meant to be? No, it's because you probably didn't take any pride in what you made, and focused completely on making your hills look realistic instead of make the gameplay good. Don't give me that shit, I've observed enough people, including you, to see right through that.

Quote:Lightwave 1 and 2 are prob the biggest used fanmaps by almost any players...the map has played out well and people enjoy it.

And this is based on what, them being run on a server that's only two months old and recently began running your shit when you begged Speedy to do it? I'm sure that in those two months, in the twilight of this game's existence, that they exceeded the downloads any other level has received and that thousands of people played it in a month... :rolleyes:

Quote:Tib pit 3 is just as good as Terrace,I think I'll upload it to renmaps and maybe Pain will host it so you can complain about that for 5-6 pages of bitching,that'll keep you amused for a few days.

It's the same fucking thing as Terrace except with a few minor details. The terrain looks exactly the same, the bases are laid out in the same manner, the level is still too huge to be worth anything and you STILL didn't add any cover or vegetation to the level in question... Yeah, they're perfect, and I've got five acres of beachfront property to sell you, it's in Arizona, just outside of Flagstaff...

---