
Subject: n00bstories AOW Server Fan Map rotation
Posted by [Aircraftkiller](#) on Tue, 16 Dec 2003 02:16:52 GMT
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Alkaline: I guess you don't know what a bug is. Either that, or you really don't pay attention to what you're writing. Perhaps it's both, in that far off land inside your head that only you can comprehend.

-c&c high noon: It has "stealth" Recon Bikes and most of the structures had their tops removed because Titan didn't want people "point whoring," otherwise known as "I want people to play a big deathmatch instead of destroy buildings."

-c&c Ravine: AllGusto's copy of Walls Flying without any detail to it. Offers nothing new and looks halfway crud, to boot.

-c&c Hangman's Canyon: Has no visibility rendering, overbalanced towards Nod and tactics limited to eight APC rushes because nothing else can enter the bases.

-c&c siege: Okay, it's confirmed, you don't read what others post, either -- this appears to be an exercise in futility. I chose Siege because it's playable enough and looks good enough to be on the n00bstories server. Guess you didn't want to see that part.

-c&c silent dawn: Same thing as "High Noon" except more ghey.

-c&c river canyon: One of my levels that I don't like. It's one big narrow passageway that I didn't do properly and leads to GDI winning most of the time. I don't want it played.

-c&c gobi: Until I redo this level, I don't want it played, Nod loses too often and the texturing was goofed up.

-c&c land: I didn't fix the Airstrip problem because I couldn't identify what was wrong with it, therefore the MCT is not accessible and cannot be repaired, nor can anything but the runway of the Airstrip. It would be playable if not for that fact.

-c&c conquest winter: It has one entrance for each base, much like River Canyon, which leads to GDI winning most of the time. No one can enter the enemy base because people camp, and the battlefield is too large to allow soldiers to do anything but "snipe" at each other from about a half-mile's distance.

-c&c mines: I already remade this, it's in the rotation, C&C_MinesTS.mix... obviously.
