
Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Mon, 16 Feb 2004 03:31:58 GMT
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I guess one way to settle this is to put two 20 player servers online, one with ACK's best maps, one with Titan's best maps... then we'll see which one gets more traffic. Hard to argue with that, I mean... the main test of a map is if people want to play the damn thing, right?
