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Subject: Titan's maps vs ACK's maps (split off)

Posted by [Crimson](#) on Tue, 17 Feb 2004 02:23:56 GMT

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Look, here's my concern. It's obvious to me that Titan is not yet a stellar map maker, but he's showing phenomenal improvement and every map I see from him gets better and better. He has the potential to be a great map maker. But if all these anti-ACK folks praise Titan just to spite ACK, he's not going to be motivated to improve. Having a competition to show whose maps are more played and more playable will show these anti-ACK people that all their drivel isn't swaying the community as a whole.

Above and beyond anything, all I ever want is the best maps made for the global effort to keep people playing the game. To keep it fun, to keep you coming back for more.

For the record, I do not in fact agree with the opinion that creative license shouldn't be exercised. Teleporters have their purpose, low gravity has its purpose. But as with anything not commonly-used, it will take trials and definitely errors before the most effective, engaging, and interesting usage is ascertained.

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