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Subject: Goldeneye Deathmatch maps

Posted by [Anonymous](#) on Thu, 23 Jan 2003 20:41:00 GMT

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I'm not a modder or anything, I tried once messing with the stuff but just didn't get it, but. I know most of you have played Goldeneye on the N64. I think those were some of the most fun deathmatch maps I've ever played in a game, maybe just because it was the first of that kind that I ever really played. I just think it would be one of the greatest mods/maps yet if someone redid some of the better ones for renegade. Doesn't anyone else agree these were some great maps?

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Subject: Goldeneye Deathmatch maps

Posted by [Anonymous](#) on Thu, 23 Jan 2003 21:10:00 GMT

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Yes they were as I have mentioned before Perfect Dark improved on that and I think PD is Better in the N64 days anyways...

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Subject: Goldeneye Deathmatch maps

Posted by [Anonymous](#) on Fri, 24 Jan 2003 04:02:00 GMT

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ahhh the glory days of perfect dark!i got all the cheats for that took a long time though! goldeneye too! bunker on GE would be good, ahhh and complex! on PD\*considers playing PD and GE to get some DM ideas\* lol

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Subject: Goldeneye Deathmatch maps

Posted by [Anonymous](#) on Fri, 24 Jan 2003 04:36:00 GMT

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True bruv rememeber the good old days battling against those dark bots we owned them lol.Brilliant idea if sumone wants to take it on then i will be up 2 help them make and design it.We will have to find decent textures...It will be very big as well....New presets too...

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Subject: Goldeneye Deathmatch maps

Posted by [Anonymous](#) on Fri, 24 Jan 2003 05:57:00 GMT

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I am making a night club sort of map based on tha one goldeneye map where there is a snowy helipad and then you go into a bunker from there.and a area 51 sort of map that uses the catacombs idea.

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 07:43:00 GMT  
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Golden Eye 64 Rulez no doubt about it 2 Player Level : Facility Level Type : Man with the golden gunmy fav charector : ObbJobTime Limit : 30 MinsI always love that game took my ages to get all the Cheats beating them times was like a suicide mission

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 08:39:00 GMT  
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I always liked the temple (was it temple?) put machine guns on, and my fav character was boris.

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 09:56:00 GMT  
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Temple, Complex, Facility, and the Library were my favorite. Might have been the library, whichever one had all 3 levels. Stack was the basement, but the library had stack as part of it.

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 09:59:00 GMT  
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Oh and there was another good one with the rocket launch area i think.

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 14:06:00 GMT  
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quote: Oh and there was another good one with the rocket launch area i think. You meen aztec?

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 16:13:00 GMT  
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The bathroom in Facility was the best.

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 16:27:00 GMT  
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quote:Originally posted by jordypbear:The bathroom in Facility was the best.Haha, yeah, nothing like placing proximity mines in the urinals.

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 16:44:00 GMT  
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"Oh and there was another good one with the rocket launch area i think."I think hes refering to the one wcalled SILO with the nuke inside it, and you had to get security cards from all the guys.

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 21:05:00 GMT  
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Yeah, that one, it was like that in single player, then you could get it in multiplayer with cheats or beating the game or something.

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Sun, 26 Jan 2003 09:44:00 GMT  
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What the deuce is taking so long?

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Sun, 26 Jan 2003 11:47:00 GMT  
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so... is someone planning on modeling the Goldeneye maps or no?

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Subject: Goldeneye Deathmatch maps  
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:37:00 GMT  
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I've got facility!!!!!!When i get round to it

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Subject: Goldeneye Deathmatch maps

Posted by [Anonymous](#) on Mon, 27 Jan 2003 11:13:00 GMT

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The only reason anyone was Odd Job was cause he was short and annoying lol used to be odd job and my brother would slaughter me cause he didnt even have to aim up to get a head shot, just straight ahead. Boris greshecko (however it is spelt) was the best, even tho he had a bright hawian shirt on that just screamed "shoot me !! shoot me !!!!"

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