Subject: New map: Deth_River.mix released
Posted by Dethpoet on Sat, 09 Aug 2003 11:41:16 GMT
View Forum Message <> Reply to Message

Here's the first official map from Dethgogse (inventor of Deth_islands).
Take complex and volcano together and put a river in the middle and you have Deth_River.
There's 2 ways to the enemy base for vehicles and a few sneaky tunnel pathways for infantery.

Go and check it out
Deth_River.mix

I'll try and get some screenies up soon.
Bug reports are much apreciated and can be send to dethgogse@hotmail.com or posted in the
Moonlightshakers forums

Hope you like it (i think you will)[/url]

Subject: New map: Deth_River.mix released
Posted by General Havoc on Sat, 09 Aug 2003 12:21:17 GMT
View Forum Message <> Reply to Message

Nice map. Looks like it could be some fun to play. I have taken some screenshots of it. You can
see them here.

_General Havoc

Subject: New map: Deth_River.mix released
Posted by Infinint on Sat, 09 Aug 2003 13:27:56 GMT
View Forum Message <> Reply to Message

really nice map, seems very well balenced
i like how the air strip and wep fac are closer to the entrence for a rush and the use of the cannon
emplacments on the cliffs
10 out of 10

Subject: New map: Deth_River.mix released
Posted by Dethpoet on Sat, 09 Aug 2003 13:47:01 GMT
View Forum Message <> Reply to Message

Thx a lot.
Also many thx for the screenies.

Btw if you want to see the map in action go and join the Moonlightshakers server (european list).
Go for it later tonight when the kiddies leave the server