
Subject: Favourite Maps

Posted by [hades981](#) on Wed, 10 Sep 2003 17:47:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wat maps would you recommend me to download and what is your favourite map.

My favourite map is either walls_flyin or field.

Subject: Favourite Maps

Posted by [kawolsky](#) on Wed, 10 Sep 2003 18:44:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

It depends what your favourite style of gameplay is,
i like DM, so i go for Carnage_club or some thing like that.

Subject: Favourite Maps

Posted by [FalconxI](#) on Wed, 10 Sep 2003 18:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

City_Flying. Anyone who's been on the team opposite of me know why. :twisted:

Subject: Favourite Maps

Posted by [IceSword7](#) on Wed, 10 Sep 2003 18:49:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

CTF Hon = best fan map

Walls Flying = best ww map

Subject: Favourite Maps

Posted by [xpontius](#) on Wed, 10 Sep 2003 19:24:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Id recommend dling all maps you can find(well I do that cauz im a collector). Variety in servers helps keep Ren going.

Ooo and complex I like. Most people are either forced to do their part or die.

Subject: i hate carnage

Posted by [hades981](#) on Wed, 10 Sep 2003 20:21:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

i hate carnage club its to small and closed in.

Subject: Favourite Maps

Posted by [Imdgr8one](#) on Wed, 10 Sep 2003 20:58:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

How can anyone possibly hate Carnage Club? Well, I don't know about you...but just thinking back when the first Mod Map Night came on....40 players....30 minutes...that adn DM_Center were my best renny rexperiences ever. Don't dis the gameplay of CCX, same with DM_Center.

Subject: Favourite Maps

Posted by [Dante](#) on Wed, 10 Sep 2003 21:03:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

i own you all on Mesa

Subject: Favourite Maps

Posted by [cowmisfit](#) on Wed, 10 Sep 2003 21:15:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

i would have to say my favorite map that comes with the game is complex or walls flying. My least favorite is hourglass i dont know y but i just hate it. Best map to download i would say for graphics and AOW would be BUNKERTS i think thats what is called at least no servers have it ever but anyways its really really good on graphics and the fog and everything the best map work i have ever seen. For sniping i have never really downloaded a really good sniper map that i enjoyed at least and thats all i do so bascily i have about 30 maps on my system for no reason at all lol.

Subject: Favourite Maps

Posted by [General Havoc](#) on Wed, 10 Sep 2003 22:18:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mesa is mine, Under has to be the worst.

Subject: Favourite Maps

Posted by [frijud](#) on Wed, 10 Sep 2003 22:38:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

I loved Under. It always brings back memories of the Demo days. I haven't played Under in months now though....

Currently my favorite map is C&C_Mars. I have only played it once and it was a blast.

Subject: Favourite Maps

Posted by [m1a1_abrams](#) on Wed, 10 Sep 2003 23:17:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

My favourite at the moment has to be Gogse's Deth_River. It's in the rotation on some of the Euro servers but I don't know about the US servers. Have any of you people played it? I think it has the best gameplay of any fan-made map so far

Subject: Favourite Maps

Posted by [Aircraftkiller](#) on Wed, 10 Sep 2003 23:29:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I played it enough to know that I hate it. It looks horrible due to the extremely large tiling on the textures. The gameplay suffers because of too many areas to move to, and to top it all off - you never put Repair Facilities in a level where the tunnels are crucial for winning. If you try to get up where the cannons are, some jackasses will have set Proximity C4 so you just die as you exit the tunnel.

It happens over and over... You can't even see the Proximity C4, same issue Glacier Flying and a bunch of other levels have.

Subject: Favourite Maps

Posted by [Gus](#) on Thu, 11 Sep 2003 00:56:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Under is my favorite. I like Walls_Flying as well.

Subject: Favourite Maps

Posted by [m1a1_abrams](#) on Thu, 11 Sep 2003 02:16:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

I talked to Gogse and he said he was going to update the map with the invisible C4 fixed, but I have to agree that the map has some graphical issues. Still, I've had more fun playing that map than any other... and I think it's only his first Renegade map effort, which is pretty incredible.

Subject: Favourite Maps

Posted by [Aircraftkiller](#) on Thu, 11 Sep 2003 03:05:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not really, no. With all the tutorials that are released now, and all the levels, his new stuff basically copies designs of others after playing them. I'm not calling him a plagiarist, just saying that he's utilizing resources that I didn't have when I began working on Renegade... In comparison, the first levels I did were spectacular compared to the others that came out. Now they're shit.

Subject: Favourite Maps
Posted by [Ferhago](#) on Thu, 11 Sep 2003 06:05:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

My fav is overlord

Subject: i have never played on deth_river
Posted by [hades981](#) on Thu, 11 Sep 2003 15:46:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have never played on deth_river but by the sounds of it i shouldn't. I played on mars i don't like it that much because its to open no base defense's to short it needs to be improved with base defenses and they need to smallen it

Subject: Favourite Maps
Posted by [DragonFg](#) on Thu, 11 Sep 2003 15:53:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd have to say Mesa cus its one of those maps where if nobody's paying attention you can take out the GDI refinery

Plus there are 3 different directions to attack from.

Least favorite would have to be hourglass (i.e. symmetrical hell) You get pointwhores ate the top of the hill and the whole game is ruined.

Subject: Favourite Maps
Posted by [Ferhago](#) on Thu, 11 Sep 2003 20:59:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Smallen?

Thats my new favorite made up word

Subject: lol

Posted by [hades981](#) on Fri, 12 Sep 2003 16:16:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol smallen means size down.

Subject: Favourite Maps

Posted by [bigejoe14](#) on Fri, 12 Sep 2003 16:33:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like Hourglass.

Subject: Favourite Maps

Posted by [Griever92](#) on Sat, 13 Sep 2003 02:05:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

if your talking about WW made maps, Hourglass. (and not because i'm a pointwh0re)

But if your talking about Fan made Maps, i'd have to go with Mars, the only thing wrong with it is that continuesly repeating and annoying music.

Subject: Favourite Maps

Posted by [boma57](#) on Sat, 13 Sep 2003 02:21:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Official Maps (In Order):

1. Field
 2. Complex
 3. Walls
 4. City
 5. Under
 6. Volcano
 7. Islands
 8. Mesa
 9. Canyon
 10. Hourglass
-

Subject: Favourite Maps

Posted by [m1a1_abrams](#) on Sat, 13 Sep 2003 05:56:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Griever92if your talking about WW made maps, Hourglass. (and not because i'm a pointwh0re)

There's nothing wrong with being a pointwhore unless the way you do it is against the rules of the server (like base to base, or hillcamping), because it forces the enemy to continually repair their buildings so they don't have as many players available to attack your own base. It also works well as a distraction i.e. attack one building with an Artillery/MLRS while someone else rushes another building with an APC full of engineers.

However, although I do this sometimes, I don't do it every game because that would just be boring. Sometimes I'm a sniper, sometimes I'm repairing other people's tanks and sometimes I'm driving the tank. I don't see the point in firing on buildings with an MLRS every single game, for the entire duration of the game... I mean where's the fun in that? Why would anybody want to be ranked highly at the expense of having fun playing the game?

Subject: Favourite Maps

Posted by [dufis791](#) on Sat, 13 Sep 2003 14:19:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

overlord.....its is like a mix of sniping and assault.....alot of fun
