Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by Beanyhead on Sat, 11 Oct 2003 03:12:32 GMT
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Today, Saturday @ 6 P.M. Eastern.

C&C_CarnageClub-Xtreme
C&C_BunkersTS
C&C_DMCenterTS
C&C_FlightDeck
C&C_Gobi
C&C_Mars
C&C_MetroTS
C&C_Caverns
C&C_Sand
C&C_SeaSide_Canyon
C&C_CTFCY
C&C_Tropics
C&C_Metropolis

All maps can be found on renfiles.com when it launches on the day of MMN at 5 - 6. Or, you can get most of these files on renmaps, CnCDen, etc.

6:00 P.M. Eastern. Look for server host: "BCServ4".

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by John Shaft Jr. on Sat, 11 Oct 2003 05:10:46 GMT
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YES!!!! I shall be there!

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by Aircraftkiller on Sat, 11 Oct 2003 07:06:37 GMT
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You don't need any files to run any level with a Construction Yard in it.

Quite the contrary, you need to REMOVE Basin (NOT BASINTS NOT BASINTS NOT BASINTS NOT BASINTS) if you have the "no interior problem" for the Construction Yards on any recent level of mine.

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by Beanyhead on Sat, 11 Oct 2003 16:43:08 GMT
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Bump.

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by General Havoc on Sat, 11 Oct 2003 16:48:39 GMT
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6PM Easterm (EST) = 11PM Universal (GMT)

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by ohmybad on Sun, 12 Oct 2003 20:45:54 GMT
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Cool :thumbsup:

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by Cpo64 on Sun, 12 Oct 2003 22:56:14 GMT
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That was fun last night

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by John Shaft Jr. on Mon, 13 Oct 2003 01:06:11 GMT
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Damn it!!!! I missed it. I would of been heir last night but Cubs game was one and I was on the Cubs message boards celebrating. Also was on the Marlins message boards making fun of them.

First FMN I ever missed.

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by flyingfox on Mon, 13 Oct 2003 03:20:05 GMT
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John Shaft Jr.First FMN I ever missed.

Well, Flight Deck yesterday was kind of sucky. You already know the game is going to be a

stalemate, and that's exactly what happened. Half the team on each side camped. You could not get more than a few rockets at an enemy box until you were damaged or killed. Some people made it their prime objective to be a Stealth Black Hand with a sniper rifle, and that goes to show how eager people were to assault the base when they already knew it wouldn't work.

I think some of the problem is that the base is made up of one room and as soon as you kill someone, they're back there to fight all over again while you try to blow up a structure. Stealthy tactics work nothing since people can camp & will see you enter the small base. Unless your a Stealth Black Hand, but how well will that do when it takes a while to destroy a box with a laser rifle and you'd be killed before you took one chunk of health off it. If you placed a beacon, you would probably be killed if not seen &shot before it was deployed. You would never be able to set it off since engineers catch you with remotes in a limited manouverable environment when your trying to defend your Beacon , & I'd brand someone an excellent player if they did. That & the fact you got engineers, Rocket Soldier Officers & snipers camping at the base and the limited entrances.

Don't get me wrong. I think Flight Deck is a cool map, and it's a nice idea. The music is good too. But I do not like to play on the map for the above reasons & will be leaving games if the map comes up.

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by U927 on Tue, 14 Oct 2003 22:18:27 GMT
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ACK should make a System Shock 2 map. How about Hydroponics or Wreck Deck?

Not to mention adding more carcasses and bloody writing on the walls.

Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by Imdgr8one on Tue, 14 Oct 2003 23:20:25 GMT
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He's already made two. I say finish DM_Skatepark