
Subject: MMN: Need a host... (PLEASE Read)
Posted by [Aircraftkiller](#) on Thu, 22 May 2003 11:22:00 GMT
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Furthermore, why do we even need a "Mod Map Night?"

1. 95% of the maps created in this community are pure shit... Some are playable, some aren't, some are just paper sacks with shit inside, lit on fire, placed on your front doorstep for you to stomp out...
 2. Out of the 5% of maps that are actually playable and work right, The Pits already runs them... Every night, and all day and all night on the weekends.
 3. Out of The Pits, almost every map ran that isn't standard is mine, with the exception of Siege.
 4. What's the point, really? The Pits already does it, so unless you're going to host these *good* (I doubt anyone wants to play Fortress anymore, or Imbusa Isles) maps at least every night with at least 16-24 players, why bother?
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