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Subject: Re: Server opinions

Posted by [Veyrdite](#) on Sun, 28 Apr 2024 11:49:55 GMT

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I think the relationship between vanilla maps and playercounts is a short-term effect. For long-term player interest you need to be shoving in new maps occasionally. There will be complaints -- you don't survive this long on vanilla maps without creating a system where people reward stability -- but I think it shouldn't be a 0 or a 1 choice between all vanilla and all newmaps. Throw occasional random and weird ones in occasionally to spice up the flow and mood, give people a break, even if it's on a short timer like 20 mins.

C&C\_Snowfight2004, just found it :) It's as glorious as I remember.

[https://multiplayerforums.com/files/file/1113-cc\\_snowfight2004zip/](https://multiplayerforums.com/files/file/1113-cc_snowfight2004zip/) [Download]

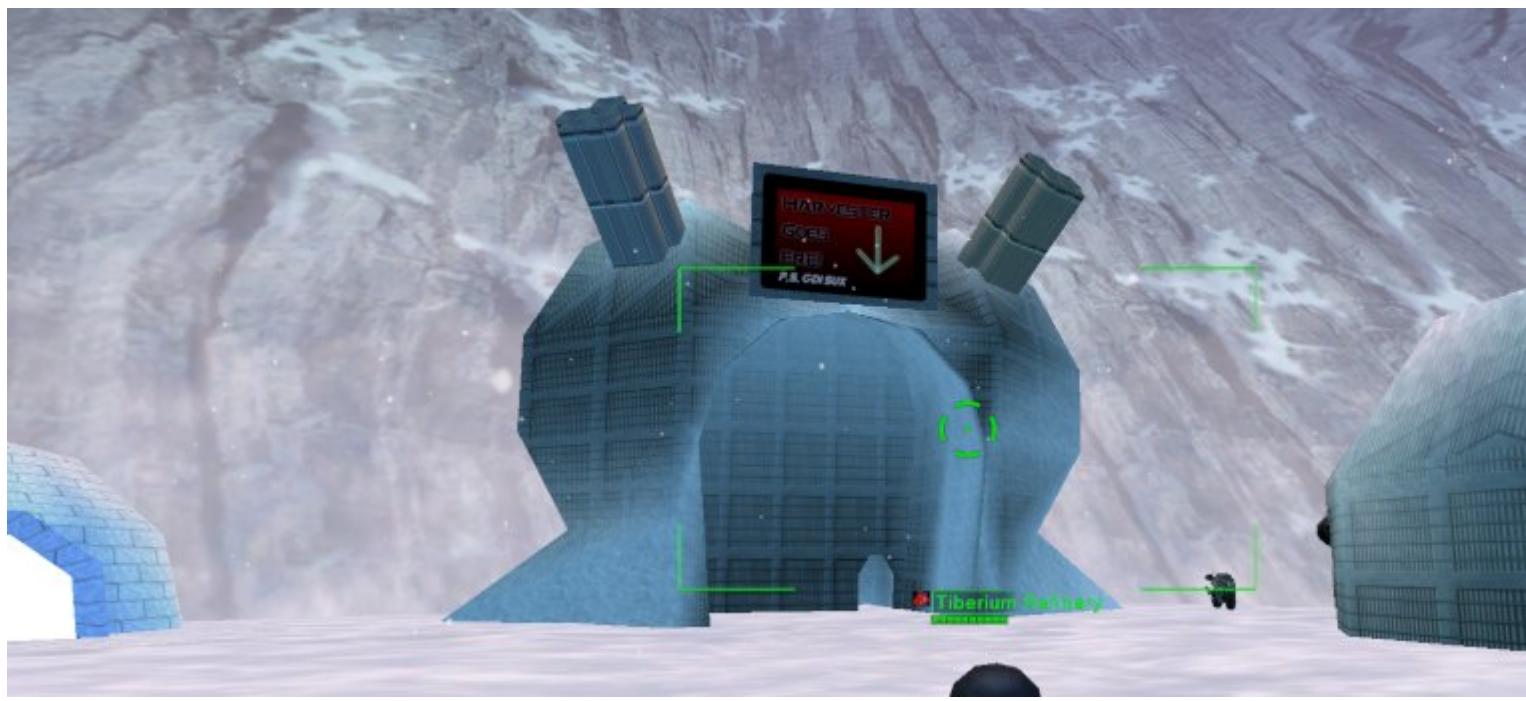
C&C\_Bot\_Islands, just for the hell of it (instead of vanilla islands)

#### File Attachments

1) [1.jpeg](#), downloaded 1073 times



2) [2.jpeg](#), downloaded 1071 times



3) 3.jpeg, downloaded 1070 times



4) 4.jpeg, downloaded 1480 times



5) 5.jpeg, downloaded 1073 times

