Subject: Titan's maps vs ACK's maps (split off)
Posted by Alkaline on Mon, 16 Feb 2004 05:16:51 GMT

CrimsonI guess one way to settle this is to put two 20 player servers online, one with ACK's best maps, one with Titan's best maps... then we'll see which one gets more traffic. Hard to argue with that, I mean... the main test of a map is if people want to play the damn thing, right?

Sounds good, but only original maps made by each author are eligible, no maps in which ww contributed,
so exclude any variation of: Bunkers, glacier, mines, metro, land, sand, gobi

Any of titans should be acceptable, as he made them all from scratch. This will test each map makers true ability.

But crimson, I wonder why you even propose a such a challenge when you know the likelyhood of you actually hosting new maps (coupled with the threat that you will loose the precious traffic from your server with new maps) is virtually inexsistant.