

## Deathmatch maps

Posted by DreamState - 25 Jul 2008 00:18

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I noticed today that the DM server was hovering around 6 people for most of the evening and rose to 10+ people from time to time.

This is an excellent start, especially considering we were all on source!

So please let me know some kick-arse DM maps that you know of suited to small numbers and that can be included in the end-of-map vote.

Many thanks!

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## Re:Deathmatch maps

Posted by Galli - 27 Jul 2008 16:49

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will keep a lookout...

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## Re:Deathmatch maps

Posted by DreamState - 28 Jul 2008 11:04

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Ok,

Whole number of maps added for map votes - worked an alternative way this time and found the spawn points file FIRST, then the maps, which means all the maps will have proper DM spawn points.

Current list of maps for end of map votes...

aim\_ag\_texture (new)

aim\_ag\_texture\_r (new)

aim\_ag\_texture\_ultrafun (new)

aim\_dust2005

ba\_ffg2\_v1 (new)

ba\_texture\_arena2 (new)

blackhawkdown

cs\_compound (new)

cs\_italy

cs\_office

de\_aztec

de\_cbble

de\_chateau

de\_dust (new)

de\_dust2

de\_inferno

de\_port (new)

de\_qatar (new)

de\_train

deagle\_reloaded! (new)

dm\_3houses

dm\_ahotrain\_s0

fy\_blazin (new)

fy\_iceworld\_cssource

fy\_funtimes (new)

fy\_trenches (new)

fy\_TwoTowers (new)

knas\_speedcastle2007 (new)

Should be some nice smallish maps there and some regular rotation (texture maps ftw

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## Re:Deathmatch maps

Posted by DreamState - 28 Jul 2008 11:05

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Please highlight any that may need removing as and when you play them - many thanks.

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## Re:Deathmatch maps

Posted by Premi - 28 Jul 2008 11:41

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get some aim\_deagle maps they're ok if you only have a deagle lol

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## Re:Deathmatch maps

Posted by Premi - 15 Aug 2008 15:52

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awp\_crazyjump map is good on deathmatch, i remember playing it on rpg ages ago, lol played on it for ages got a score of like 200 kills :blink:

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## Re: Deathmatch maps

Posted by slaB - 26 May 2009 10:04

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[youtube:1ytjrubd][/[youtube:1ytjrubd](#)]

What about this map?

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## Re: Deathmatch maps

Posted by eskimo - 26 May 2009 15:56

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ermmm i can think of one problem for that map and that being people can just hide for ages, plus mostly suited to awps and not everybody likes an awp , kl map though xD id play it.

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