

WCS MAP IDEA'S

Posted by Pooky - 03 Jan 2011 18:10

If you've got map idea's post the names & Download links here !!

Wcs Admin Team

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Re: MAP IDEA'S

Posted by eskimo - 03 Jan 2011 19:20

de_any

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Re: MAP IDEA'S

Posted by PeanutAlmighty - 03 Jan 2011 20:16

A mix between a surf and a race map would be pretty cool.

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Re: MAP IDEA'S

Posted by blaZe- - 03 Jan 2011 20:39

[glasstrap cars](#)

[fy iceworld cssource](#)

[00 arena](#)

[de_godzilla](#)

[3mc training](#)

[aim ak-colt v3](#)

[3d aim icemap](#)

[fy buzzkill css](#) (it's a good version of fy_buzzkill)

[fy snow](#)

[de_nightfever](#)

[awp_assault](#)

[awp_trains](#)

[awp_monopoly](#)

[shotgun_ads!](#)

and a hoejhus map its very good 🍷

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Re: MAP IDEA'S

Posted by TheBlackWaltz - 04 Jan 2011 06:58

Glass maps we have tried before and it was AWFUL!!!!!!!!!!!!!!

Also we have surf servers for surf maps.

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Re: MAP IDEA'S

Posted by Pooky - 04 Jan 2011 18:09

ty for replies !

keep em coming

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Re: MAP IDEA'S

Posted by hupa - 04 Jan 2011 22:59

The RTV or map vote seem to always have maps that have been played over 100 times already. How about try to make it way more random. Don't let it include maps that have been played lately, and let it save it over crashes (save every map start).

When I'm playing, the only maps that they seem to want to play are scoutknivez, aimdust2005, awpfloat...and those are the maps I personally dislike. I would like to see more normal maps that have goals (bombs, hostages).

Just an opinion. I just seem to be the minority..

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Re: MAP IDEA'S

Posted by Pooky - 05 Jan 2011 20:26

minority or not, i'll look into it 🤔

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Re: WCS MAP IDEA'S

Posted by LoL - 23 Jan 2011 10:32

de_dolls

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Re: WCS MAP IDEA'S

Posted by M3ntoz - 23 Jan 2011 10:34

LoL wrote:

de_dolls

www.gamebanana.com/maps/7891

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