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Suggestions to get people playing Posted by Che ken - 09 Jul 2009 00:31

Been looking at the map list for gg, and was thinking of maps that could be added/taken out to make it more popular, and I was also thinking of a map cycle that could be created.

There are 36 maps in all, 4 of which are duplicates so 32 different maps.

The map list atm is as follows:

simpsons_glock_tok

cerium_ggn

dm skyarena2

kush

mini house blue

awsome

blubber_b1

mr_pillar_v1

unforgiven

shotty_snow

cillage_ggn

forestfun_ggn (x2)

minesweeper_ggn

!give_arena_2_v4 (x2)

obelisk

heidi

rgb_ggn

toondorf (x2)

TWKgaming.com - TWKgaming.com Generated: 14 May, 2024, 13:47 sl_blend-I (not sure if it is an I, 1 or I) square_lego_ggn vg lego v1 ag_texture_city (x2) OrangeBeach simpsons_street texture jungle barricadefight (x2) beacn redux bkh_assault_runner churches_x_final_fixed liek_z0mg_texture snow x bkh_mole_v3 I've gone through loads of gg servers and noticed that there are some maps appearing on the majority of them, some of which aren't on this server. I've also seen a larger version of one map, and a not so common (but very popular on teh server I've seen it on) gg version of scoutknives with ladders and a texture look. These maps are: dbd_5h0713_phace

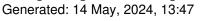
Re: Suggestions to get people playing Posted by AL Azif - 09 Jul 2009 11:18 Sounds nice

Re: Suggestions to get people playing Posted by Che ken - 10 Jul 2009 00:13

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Okay, the cycle I've come up with so far is this:

- gg_simpsons_glock_tok
- gg_deagle5
- gg_fight_yard
- gg_dm_skyarena2
- gg_rgb_ggn
- gg_mini_house_blue
- gg_giza
- gg_awsome
- gg_blubber_b1
- gg_aim_shotty_ac
- gg_barricadefight
- aim_ag_texture_city
- gg_unforgiven
- gg_shotty_snow
- gg_cillage_ggn
- gg_forestfun_ggn
- gg_cerium_ggn
- gg_minesweeper_ggn
- gg_!give_arena_2_v4
- gg_obelisk
- gg_snow_x
- gg_heidi
- gg_simpsons_street



gg_churches_x_final_fixed

gg_OrangeBeach

gg_sl_blend-l

gg_scoutzknivez_texture2

gg_vg_lego_v1

gg_texture_jungle

gg_toondorf

gg_beacn_redux

dbd_5h0713_phace

gg_kush

bkh_assault_runner

gg_liek_z0mg_texture

gg_square_lego_ggn

bkh_mole_v3

gg_mr_pillar_v1

Tell me what you think and I'll update it if needs be [®]

the links for the maps that I've posted as suggestions earlier are as follows (clickable names):

www.fpsbanana.com/maps/99029:sr1aea7g

www.fpsbanana.com/maps/20367:sr1aea7g

www.fpsbanana.com/maps/42563:sr1aea7g

www.fpsbanana.com/maps/61819:sr1aea7g

www.fpsbanana.com/maps/46402:sr1aea7g

www.fpsbanana.com/maps/99655:sr1aea7g

TWKgaming.com - TWKgaming.com Generated: 14 May, 2024, 13:47 Re: Suggestions to get people playing Posted by VoGon - 10 Jul 2009 12:51 Thx for the map list mate, will update it asap. Re: Suggestions to get people playing Posted by AL Azif - 11 Jul 2009 11:40 O_O damn big list ကျင့်နေ့ job Re: Suggestions to get people playing Posted by Che ken - 11 Jul 2009 13:49 Some might be taken out, considering they might not be everyones faves (mole being one of the least favoured time we have a little gg night we'll see what people think and take the info accordingly Re: Suggestions to get people playing Posted by VoGon - 11 Jul 2009 14:24 One of the things I would like to keep on this server are top quality maps. Some are there because they are smaringly difficult mans in be done like Aholiner is that being part of the GG Nuts mapping studio we will have all releases here, its one of the perks they get on our server. Most of GGN maps are great, some technically some in playability, but its a requirement to have them. We will soon have a page also dedicated to GGN Studio.

People need to know that TWK stands for innovation and progress, so we wont be playing deagle

followed by texture city, then simpsons house 24/7

5/6

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Its a big list, but its supposed to be big, so map votes can go through all and we dont end up with the same 4 maps all over again.

I know a lot of players are adverse to change, but its only a question of time until they get used to it. After all, although texture maps are good are you all not tired of grey and orange all the time?

Re: Suggestions to get people playing Posted by Che ken - 11 Jul 2009 16:49

Lol aye the same 4 maps over and over is boring as hell, a bigger list with a few well knowns to get the server populated is always a nice thing, but if they do get chosen constantly (or are on a compulsory loop) then it just starts to suck. and we are those who know what maps to go for eh?

I suppose I can handle mole in normal gg. Only played it on dm gg and tbh that's where it fell apart...