

## Suggestions to get people playing

Posted by Che ken - 09 Jul 2009 00:31

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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)

sl\_blend-l (not sure if it is an l, 1 or l)

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

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## Re: Suggestions to get people playing

Posted by AL Azif - 09 Jul 2009 11:18

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Sounds nice 🍷

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## 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\_awesome

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](http://www.fpsbanana.com/maps/99029:sr1aea7g)

[www.fpsbanana.com/maps/20367:sr1aea7g](http://www.fpsbanana.com/maps/20367:sr1aea7g)

[www.fpsbanana.com/maps/42563:sr1aea7g](http://www.fpsbanana.com/maps/42563:sr1aea7g)

[www.fpsbanana.com/maps/61819:sr1aea7g](http://www.fpsbanana.com/maps/61819:sr1aea7g)

[www.fpsbanana.com/maps/46402:sr1aea7g](http://www.fpsbanana.com/maps/46402:sr1aea7g)

[www.fpsbanana.com/maps/99655:sr1aea7g](http://www.fpsbanana.com/maps/99655:sr1aea7g)

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## Re: Suggestions to get people playing

Posted by VoGon - 10 Jul 2009 12:51

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Thx for the map list mate, will update it asap.

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## Re: Suggestions to get people playing

Posted by AL Azif - 11 Jul 2009 11:40

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O\_O damn big list

nice job 🍷  
clap.

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## Re: Suggestions to get people playing

Posted by Che ken - 11 Jul 2009 13:49

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Some might be taken out, considering they might not be everyones faves (mole being one of the least favoured. 🍷). Next time we have a little gg night we'll see what people think and take the info accordingly 🍷

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## Re: Suggestions to get people playing

Posted by VoGon - 11 Jul 2009 14:24

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One of the things I would like to keep on this server are top quality maps. Some are there because they are amazingly difficult maps to be done (like Mole 🍷), so one of the reasons is indeed quality. Another 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 🍷

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?

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## Re: Suggestions to get people playing

Posted by Che ken - 11 Jul 2009 16:49

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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...

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