
Subject: C&C_Mario64

Posted by [GrayWolf](#) on Tue, 19 Jun 2007 06:51:40 GMT

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I am working on this Super Mario 64 map. It's not done. I just want you guys to test it out and tell me what you think. I am extracting the models and textures from super mario 64 and then re modeling and texturing them in 3ds max 8. It takes forever. I plan on having every level in this map. So far I only have the first level done, but you can walk in most of the doors on the ground floor. If every thing goes well I may do this for other games. Maybe Zelda ocarina of time, or phantasy star online...ect.

Oh be careful there may be some bugs I haven't tested everything, so this is kind of like a beta test, you can fall off edges and stuff.

So play it and tell me what you think.

File Attachments

1) [ScreenShot05.jpg](#), downloaded 1625 times



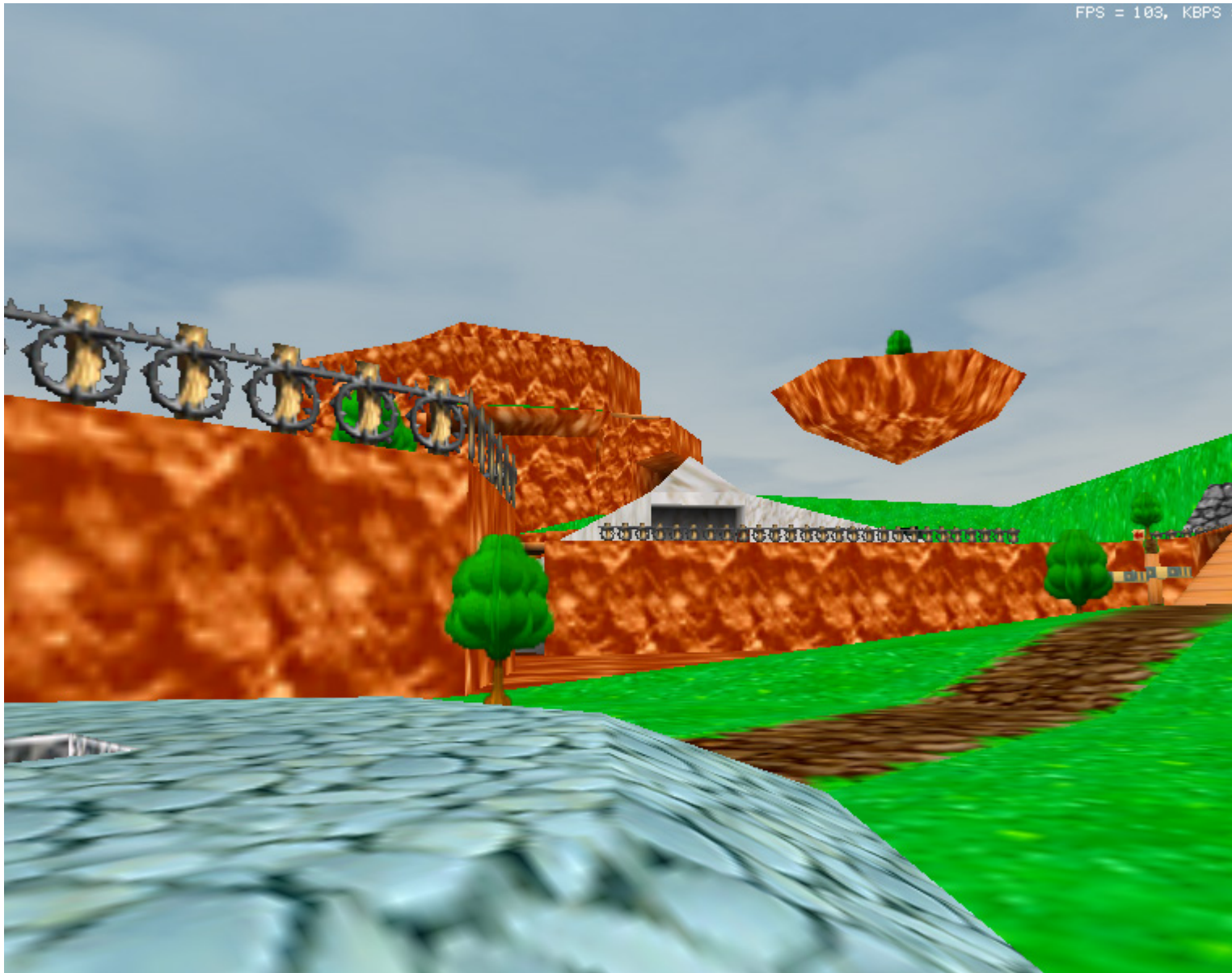
2) [ScreenShot06.jpg](#), downloaded 1621 times



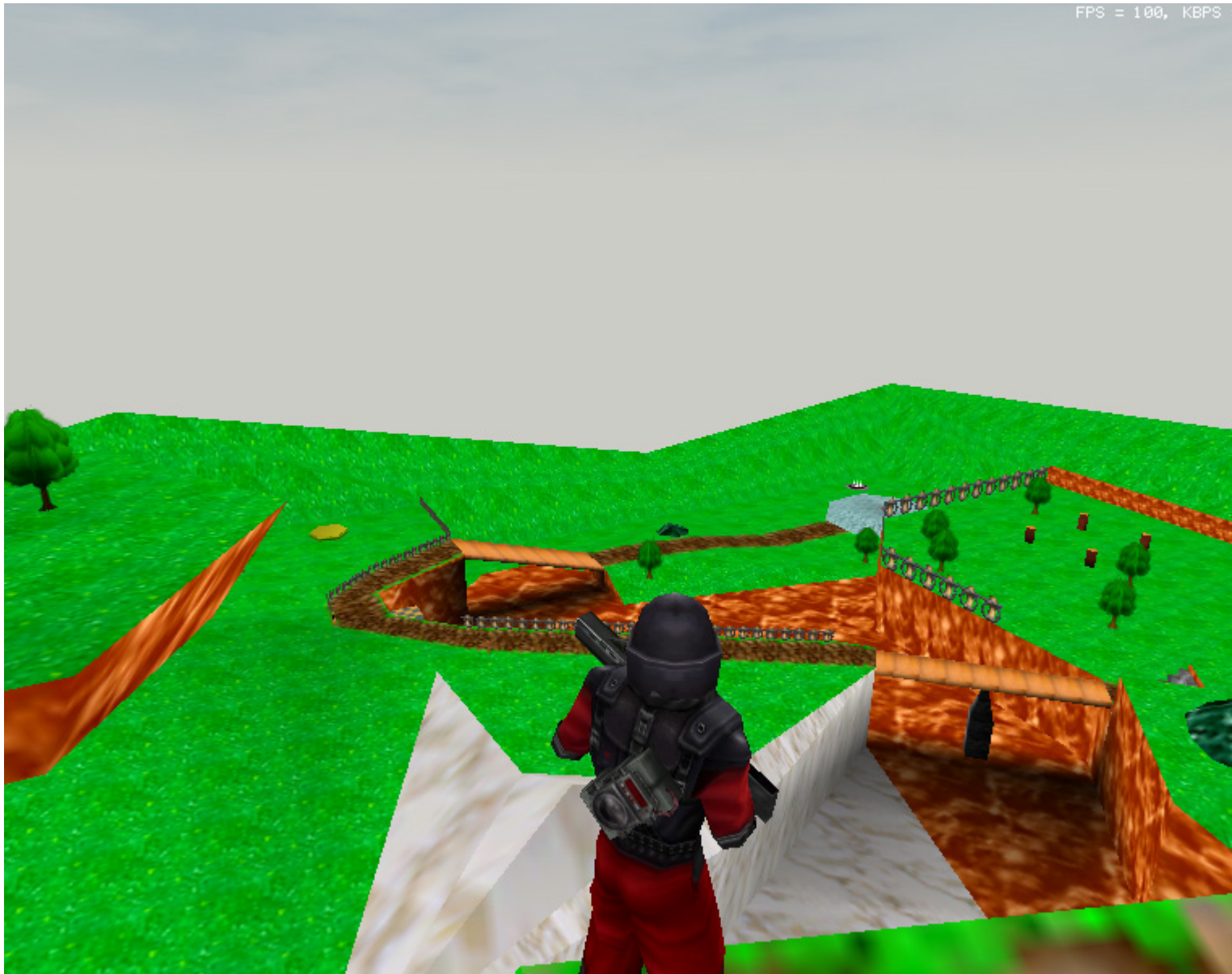
3) [ScreenShot07.jpg](#), downloaded 1592 times



4) [ScreenShot08.jpg](#), downloaded 1568 times



5) [ScreenShot09.jpg](#), downloaded 1750 times



6) [C&C_Mario64.zip](#), downloaded 290 times
