Posted by Veyrdite on Sun, 28 Apr 2024 11:49:55 GMT
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I think the relationship between vanilla maps and playercounts is a short-term effect. For long-term player interest you need to be shoving in new maps occasionally. There will be complaints -- you don't survive this long on vanilla maps without creating a system where people reward stability -- but I think it shouldn't be a 0 or a 1 choice between all vanilla and all newmaps. Throw occasional random and weird ones in occasionally to spice up the flow and mood, give people a break, even if it's on a short timer like 20 mins.

C&C_Snowfight2004, just found it :) It's as glorious as I remember.
 https://multiplayerforums.com/files/file/1113-cc_snowfight2004zip/]Download

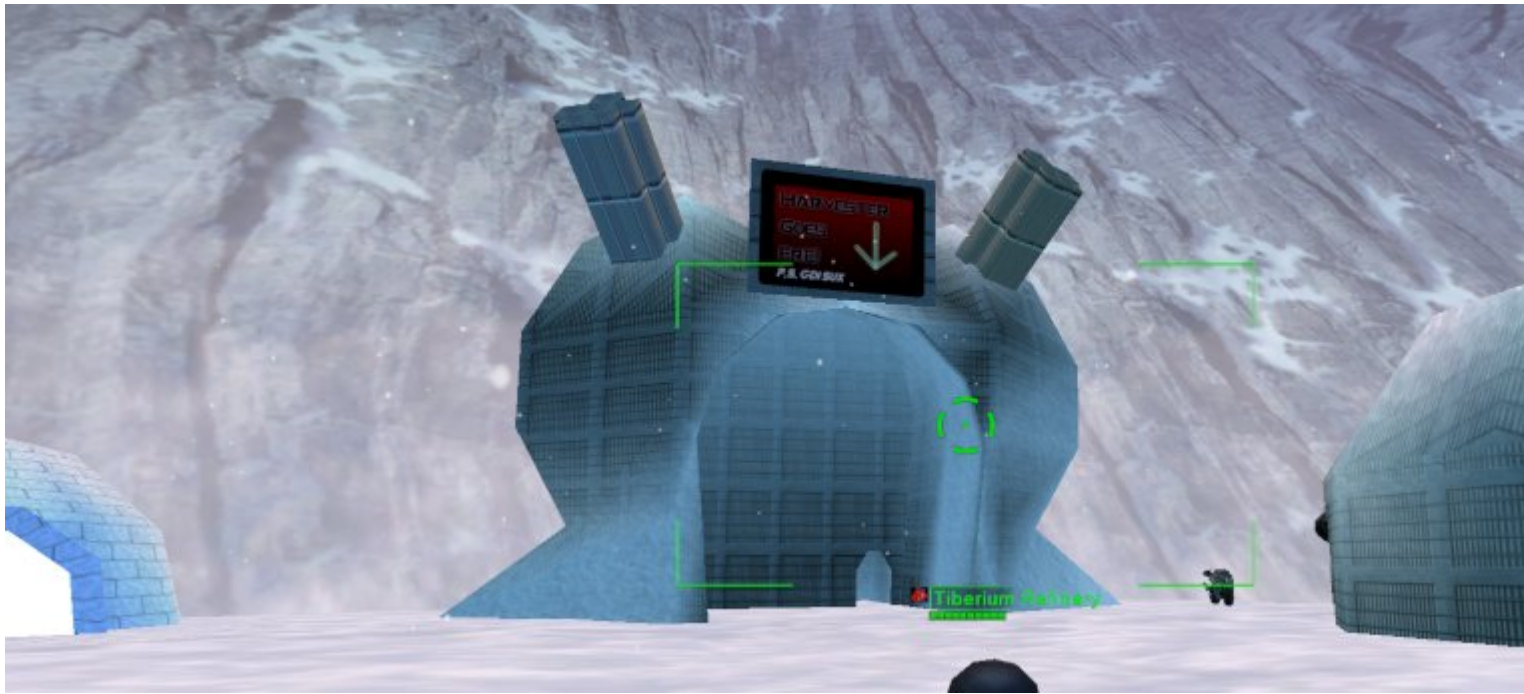C&C_Bot_Islands, just for the hell of it (instead of vanilla islands)

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