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Subject: DM\_Ancients  
Posted by [Halo38](#) on Wed, 01 Jun 2005 00:59:02 GMT  
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For those people that don't venture in to the mod forum>>>

This map is set in an ancient temple.

I created this map by taking inspiration from architecture created by ancient civilisations, such as Egyptian, Roman and Mayan, Also with Greek and even medieval influences.

Careful attention has been given to lighting to create atmosphere, space and focal points through out the temple.

The musical score is taken from the movie Water World titled Enola swims. Although it isn't exactly music-to-kill-to it creates an atmosphere that blends well with the maps visuals.

Download it here

Enjoy

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Subject: DM\_Ancients  
Posted by [xptek](#) on Wed, 01 Jun 2005 01:00:26 GMT  
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Looks nice. Good job paying attention to detail.

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Subject: DM\_Ancients  
Posted by [glyde51](#) on Wed, 01 Jun 2005 01:03:10 GMT  
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[http://www.trielite.net/downloads/CnC\\_Renegade\\_Maps/CnC\\_DM\\_Ancients.zip](http://www.trielite.net/downloads/CnC_Renegade_Maps/CnC_DM_Ancients.zip)

/ad whore

sorry about anyone that had a screwed up download, my site just fucked up in firefox, so naturally I had to restart :rolleyes:

Anyways, it was mostly because for me IE and Firefox weren't responding, so sorry about that

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Subject: DM\_Ancients  
Posted by [Jecht](#) on Wed, 01 Jun 2005 01:19:33 GMT  
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hot, dude.

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Subject: DM\_Ancients  
Posted by [Dave Anderson](#) on Wed, 01 Jun 2005 01:50:34 GMT  
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I like that map, it is very detailed. Good job, and the music does really blend in good.

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Subject: DM\_Ancients  
Posted by [icedog90](#) on Wed, 01 Jun 2005 04:22:36 GMT  
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lol, deadfive is back.

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Subject: DM\_Ancients  
Posted by [Dave Anderson](#) on Wed, 01 Jun 2005 04:48:37 GMT  
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Yes I am. Me and Glyde had a long talk.

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Subject: DM\_Ancients  
Posted by [GetSm0keD](#) on Wed, 01 Jun 2005 05:02:47 GMT  
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sounds romantic

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Subject: DM\_Ancients  
Posted by [Dave Anderson](#) on Wed, 01 Jun 2005 05:06:28 GMT  
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Oh my god. LOL! But no, I am just going to post as a regular user, no more topics, well, atleast one every year.

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Subject: DM\_Ancients  
Posted by [icedog90](#) on Wed, 01 Jun 2005 05:22:51 GMT  
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Fix your site banner.

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Subject: DM\_Ancients  
Posted by [idebo](#) on Wed, 01 Jun 2005 08:21:39 GMT  
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Very nice map!

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Subject: DM\_Ancients  
Posted by [JPNOD](#) on Wed, 01 Jun 2005 12:07:12 GMT  
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This looks very good, im downloading it right now.  
This kinda reminds me of the map in Goldeneye (N64) Egypt Temple was it called?

Btw Hi Halo38

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Subject: DM\_Ancients  
Posted by [Renardin6](#) on Wed, 01 Jun 2005 16:56:20 GMT  
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One word: WOW

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Subject: DM\_Ancients  
Posted by [SickOptometrist](#) on Thu, 02 Jun 2005 00:45:46 GMT  
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That looks really nice man! Thanks Halo38.

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Subject: Re: DM\_Ancients  
Posted by [Mighty BOB!](#) on Thu, 02 Jun 2005 16:31:37 GMT  
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looks cool

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Subject: Re: DM\_Ancients  
Posted by [Dave Mason](#) on Thu, 02 Jun 2005 16:39:16 GMT  
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Top stuff! hope to play it soon.

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Subject: Re: DM\_Ancients  
Posted by [warranto](#) on Thu, 02 Jun 2005 22:51:14 GMT  
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Wow.

Great job with this one. Even though the music doesn't "get you in the mood to kill", it's just as dangerous. It's quite easy to become lulled into a false sense of security by listening to it, only to be jolted awake when you turn the corner to be greeted with a hail of bullets.

My only suggestion, though it's not a big one, is that the pillers in the "pond" area should have allowed you to use them as a short cut to the other side. Not a big thing, but an interesting feature (I think) to consider.

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