A Netmap for *Tempus Irae* by: Enter the Kuba

A night in Venice

Ok, here goes... this is my contribution to the **Tempus Irae Mapmaking Contest**

"**A night in Venice**", a Netmap for 4-8 players(or less if you enjoy sneaking around)

Suitable for King of the Hill, Kill the man with the ball or Multiplayer Carnage.

Using the water texture-set and nightsky landscape, nothing fancy done to the enviroment.

Layout is fairly simple, there are a few buildings based around a central area(the Hill) and surrounded by a moat-like erm, uh, moat, yeah.

There are no secrets(apart from a flamethrower that is placed quite far from the hill) and only a few teleporters which all lead to the hill(for instant carnage).

What is there to tell apart from that? Huhm, well... a little history about this map perhaps, it started off as "A night in Tunis" for a Netmap-Pak called Jazz which I (fortunately) never released. Later on I chopped it down from the original 500+ polys(looks worse now - but at least sprites don't disappear and it's much faster) to 300, called it "A night on Jjaro" and hoped to include it with Forrests scenario "Eternal", but since this wasn't going anywhere soon I decided to hammer down on it a little bit and dress it up in some sleek Tempus Irae textures.

Since I'm not a nice person and nobody wants to play with me beta-testing was minimal, but anyway - Thanks for beta-testing go out to Ansgar Esztermann and Rich Dierkes(and his crew).
Uh-oh... Hope Rich is not going to judge any of this - he's been member of Nardo, hasn't he? But since he's in Paraguay(and he's likely to stay there for a while, I

guess) - won't be a problem, will it?

oh, ok - nearly forgot something:
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