

Tempus Irae Map

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Map To Squirm & Stiffen, NARDO, Net & solo practice, 2-8 players (4/2/98)

The Over-Established Introduction

Thank you for choosing my map to download from the many fine ones available. My never-ending plan is to not only not disappoint you, but to titillate all trigger fingers. All my maps have been tested by the fine folks at work and have been subsequently tweaked to ultimate playing ripeness by me. This laborious & tedious process is carried out so that you, fine marine, can indulge in the unique & pleasurable rubbing-out of your buddies.

Basic Map Attributes

To Squirm & Stiffen are five merged maps with the three smallest similar in design. Ethical Stances is a wide-open arena-style map built around three oval towers. Sniper perches, missile launchers, and clean air abound. they make us hate..., we make them bleed..., and Royal Betadine Barbie are the similarly designed small maps. All are multilevel, fast-paced and ideal for 2-4 players. Positions of Authority is a medium net map w/ a mix of semi-wide-open, tight and multilevel architecture. The hill location is unusually placed. SMG's & shotguns are the dominant weapons. These five maps can support 2-8 players and all modes of game play are possible. The hills are labeled and there you'll find the balls. The maps have plenty of aliens for solo touring.

Thank You's

I want to thank Bungie, the developers of Tempus Irae and Chisel. Also, to other map makers who've given me advice and insight. I want to say thanks as well to the hard-working folks at the hyperarchive(s) and other areas who give maps exposure. I am grateful to Red Sonya, Marsha Brady (a.k.a. L.O.D. and Archie Bunker) and especially Relic who consistently test and play my maps and provide valuable feedback (e.g. "I'm stuck on a wall!").

Legal

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