

DM-1on1-Shrine

Contributed by Oldman
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Buried in the desert sand is a temple to the ancient goddess of fertility, but a dispute over its treasures, both material and arcane, has halted excavation efforts.

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Updated to fix problems with UT2004 automatic conversion. Buried in the desert sand is a temple to the ancient goddess of fertility, but a dispute over its treasures, both material and arcane, has halted excavation efforts. Each claimant has chosen a champion. Stay alive and win your share of the temple's treasures!

The Frag Brother says: Very nice indeed, nice setting, lighting puts you in the mood.

The whole concept of the map matches and I like the way it's presented from the lifts to the teleport that shoots you high into the sky right down to an added feature found on the surface. A hidden room on the lower level only adds to this map. If you stay on the surface sand blows out from the rocks for an added touch while down below you get the same feel that your inside a lost temple.

What we have here is a two level map said to be a 1on1 but I feel has plenty of room for 4 to 5 fraggers. I played with a few bots and had no trouble with game play and my PC had good frame throughout play.

Weapon placement is good as is health, the lower level and the surface gives you some cover but not much so with that in mind here are a few pictures and as always I lightened them for posting they look much better in match. O and don't forget I said there was something on the surface for you to fall into {hint}.

This map can be found at [Unrealplayground](#) .