



TORLAN Phonenix Paradise was the number-one-played level hosted by Clan USO. This modified version of Torlan, combined with the Weapons of Evil mod translated into unpleasant, unbalanced, and particularly brutal game play on the USO server. I attempted to address these issues through level design innovations.

EACH MAIN BASE WAS OVERHAULED:

Bunkers were installed into the existing base structures, providing a safe place for respawning and conducting defensive operations **(top)**

Teleporters and tunnels link key areas of the base, between which players can safely move and re-arm **(1)**

Garages, linked to the base bunkers via adjoining corridors, were added to the side of each base to get the large vehicles out of the way and clean up bot path nodes **(2)**

Changes in Base layout facilitated travel between Core and first node. This, combined with extra vehicles, insured players could always get to their first node quickly **(3)**



PLAYERS GIVEN OPTIONS:

Why should players have to walk a mile to the nearest node or be blown up the minute they respawn? I gave them options:

Wall height was doubled and layout changed providing more cover from ion tank blasts and facilitating vehicle movement in and out of the base **(2, 3, previous page)**

Changes in each node's area, including new berms, turrets, and jump pads, give defenders more options in keeping their territory intact **(1, 3)**

Center node jump pad removed and replaced with a tunnel off to the side of the node that leads into the hill and, via a jump pad, up to the top **(4)**