

Count of Tuscany's Manor

The count of Tuscany's manor is a two to four player deathmatch map for Quake established in a dark environment setting consisting of close quarters combat within rooms as well as some verticality to traverse through the map.

The map was designed in a way on which you could easily find engagements and use the map layout as an advantage. There are three sets of stairs, two back stairs and the main stairs. The back stairs can be used to flank while the main stairs will be used as a focal point throughout the map for engagements. The weapon and armor placement will reward fighting in the middle as well as incentivize the flow throughout the map.

