

# W3SOUR'S HIVE 4v4 SCORES



## Summary

Great effort by everyone. All the maps shows good creativity and brought across their own theme. Some of the maps deserve a spot on the 4v4 ladder. All the maps besides 1 or 2, had at least one of the issues which are mentioned on the right hand side. Please read the tips and suggestions for future reference and to improve the maps. Thank you for entering and hope more contests continue to pump fresh maps into the scene.

▶ [click on the map image or name to jump to each review](#)



Random



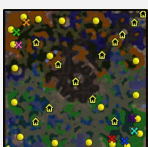


Night Elf

Undead

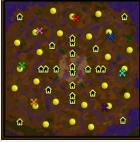

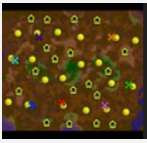

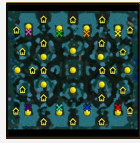





## Tips and Suggestions

- \* Don't clutter the map, ensure the map has room to breathe.
- \* Give plenty of room for pathing and for players to move
- \* Provide objectives and interest points, esp toward middle.
- \* Don't have creeps stand in player pathways
- \* Don't use the same creeps at another creep camp
- \* Mix up the item drops, don't use too many of the same.
- \* Look at Gold Rush, Full Scale Assault, Market Square, Battleground etc. All have objectives. For E.G, Battleground has only 4 expos, all in the middle, guarded by dragons. Creates big interest point in center and also creates players to focus on AA or air armies to capture dragon expo's ASAP.

RANK	MAP	SCORE	BALANCE	TERRAIN	CREATIVITY	BUGS
1st	<b>Northern Felwood</b> 	93/100	50/50	33/35	10/15	0
2nd	<b>Nerubian Passage</b> 	89/100	47/50	31/35	11/15	0
3rd	<b>Northmarsch Ruin</b> 	80/100	41/50	30/35	11/15	-2
4th	<b>Arctic Dream</b> 	73/100	38/50	22/35	13/15	0
5th	<b>Legion's Demise</b> 	73/100	38/50	27/35	8/15	0

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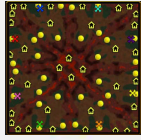
RANK	MAP	SCORE	BALANCE	TERRAIN	CREATIVITY	BUGS
6th	Desert Mirage 	71/100	36/50	27/35	8/15	0
7th	Frozen Peak 	71/100	33/50	27/35	11/15	0
8th	Golden Oases 	70/100	32/50	28/35	12/15	-2
9th	Cold Butterfly 	70/100	40/50	23/35	7/15	0
10th	Frostfloe Deep 	68/100	38/50	23/35	7/15	0
11th	Scar of Northrend 	64/100	39/50	20/35	7/15	-2
12th	Treacherous Waters 	62/100	30/50	24/35	8/15	0
13th	Taken City 	55/100	34/50	18/35	5/15	-2

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RANK	MAP	SCORE	BALANCE	TERRAIN	CREATIVITY	BUGS
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**Burning Steppes**

14th



45/100

18/50

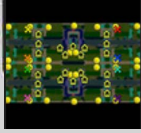
20/35

9/15

-2

**Underground Fortress**

15th



20/100

1/50

12/35

9/15

-2



START OF REVIEWS



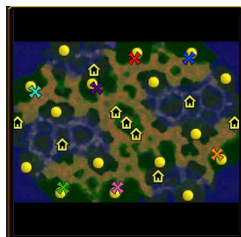
# Northern Felwood

**Balance** 45/50

**Terrain:** 33/35

**Creativity:** 10/15

**Bugs:** 0



**OVERALL SCORE:** 93/100

*A truly fantastic map that hits all the right notes. Northern Felwood is a beautifully crafted map that takes careful consideration with pathing, balance, terrain and offers plenty of objectives and options for players to take. The terrain and theme is very pleasing to the eye and is a truly refreshing change to the typical terrains we currently see in Blizzards mappool. The spacing of the map is sublime offering plenty of pathway's and space for players to maneuver in, with the perfect balance of neutral buildings, items and creeps. Meets Blizzard standard and goes beyond it... Bravo.*

**Terrain:** The terrain is simply fantastic. It's very aesthetically pleasing to the eye with the mix of orange and green in the bases/middle contrasted with the dark and poison atmosphere when you submerge down to different area's of the map - it's great. The height variation punctuates this and is used to great effect as when players move down to the sides/behind the bases the terrain also changes to the poison environment. Doodads are not overused and placed well to accentuate the theme and atmosphere of the map. Great job. **33/35**

**Creativity/Uniqueness:** The map is certainly unique, and one which players will not have seen before. The creeps, the terrain, the use of spacing is extremely refreshing and I'm sure players will love this. I think there could have been a little more on offer, but my only major gripe is with the name of the map. I feel like it's too generic, and a map like this deserves a name more special. Although this seems like a minor point, I place great emphasis on the names of maps as I believe they enhance it and Northern Felwood doesn't enhance what a map like this deserves. **10/15**

**Balance:** Balance is superb! The spacing of the map, in particular, is a highlight and very well done as it takes into consideration the massive, and large scale battles that happens in 4v4. There is plenty of room for players and to fight with no obstruction or tight spaces to hamper micromanagement abilities. I enjoyed all the creeps and found them to be very balanced in accordance to not only items but each player's creep-route is well though out. The map is not too big and also not too small. You've made great use of the size with plenty of creep camps while at the same time not over-bombarding it. The layout is of a high standard. The 1 Lab in the middle provides an objective for players.. 4 shops, 2 in the middle 2 on the side is great and well considered. Fantastic **50/50**

# 93/100

# Nerubian Passage

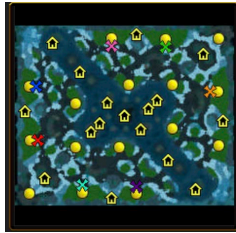
**Balance** 47/50

**Terrain:** 31/35

**Creativity:** 11/15

**Bugs:** 0

**OVERALL SCORE:** 89/100



*With the exceptional attention to detail on the terrain, doodads and atmosphere created here, you truly feel you are in a world of spiders. This is a fantastically crafted map which brings to life the maps theme of being within a Nerubian Passage. The mixture of doodads spread throughout, combined with the terrain is superbly done. With the passage running straight down the middle, complemented with perfect symmetry on both sides, filled with Nerubian spiders, scorpions and skeletons, players should enjoy this map and all it has to offer.*

**Terrain:** Although I'm not a fan of the tileset, I must admit that it's done very well. Because it's hard to pull off such a tileset and make it look aesthetically pleasing I think you have done a great job here. The transition to the middle 'passageway' is done well and the middle is pleasing to the eye with the square like design around the marketplace - almost like a web itself. The doodas are the major highlight here and are placed with careful consideration through out. From the cave's near the scorpion creeps, to the ice shards, to the spider statues to the purple lights - it's all done so well and truly brings the map's theme alive. Excellent. **31/35**

**Creativity/Uniqueness:** The whole Nerubian theme is very well done, and the name of the map combined with the layout is terrific and demonstrates good creativity. The name is catchy, and completely represents the map's theme. The whole neutral buildings/creeps through the middle in a line thing is quite a trend recently (Swamped Temple), but you have taken it to the next level here by making it a passage and tying it in with the overarching theme. Although the technical details in the terrain and theme are done greatly, I wouldn't say the tileset is something we've never seen, but overall a unique and stand-out map. **11/15**

**Balance:** From your Ruins of Azshara map, I believe your balancing skills have definitely improved, as that map had some balance flaws initially. The overall balance in terms of creeps and item drops here is basically flawless. Although some of the camps are bit too hard, across the board every camp is balanced and the item drops represent the difficulty of the creeps. A couple things to note is that, only 3 players has the possibility each side to get an expand early as the 4th expansion at the back is too hard to creep early-to-mid. I don't think it's in imbalanced, but something worth mentioning. You also have the small green skeleton camps in the middle which aggro if walked past as they're in the open field. It's a very cool camp, but I don't know how much the aggro would affect gameplay considering its a weak camp, so I think it can stay, however. I think you should remove the 2 taverns in the center. The 2 taverns on each wing is enough, and having the 2 in the middle is a bit overkill if you consider distances between them and size/layout etc. It will also free up the middle area - both in play area and

also on the mini-map it will look less cluttered in the passage. One other thing, is that although the pathing is mostly good, some area's around the entrances of the main bases are a bit too narrow/chokey for 4v4. I'd like see more trees removes around the entrances to bases and open it up a lot more. Overall, there is many positives here and you have given players fantastic objectives and interest points with the middle area such as the marketplace surrounded by the high value nerubian spiders. Extremely well done. **47/50**

**89/100**

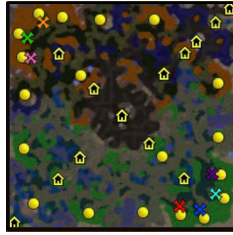
# Northmarsh Ruin

**Balance** 41/50

**Terrain:** 30/35

**Creativity:** 11/15

**Bugs:** -2



**OVERALL SCORE:** 80/100

*This map hits the spot in many ways. From it's use of having each player of the team spawned right next to each other, to it's split terrain, to it's line of unique neutral buildings split down the middle and it's healthy amount of good balance, this is map is sure to please. With plenty of objectives and a variety of points of interest it should provide much entertainment to those who play on it.*

**Terrain:** The terrain, while not breathtaking, is great and makes use of contrasting dark orange and green, which not only looks pleasing but highlights the 'ruin' atmosphere as well as the split between both teams. The mix here is never dull or repetitive, it's always got something going on without being too much such as the usage of the rocky unbuildable terrain spread in the mix. It also has good use of doodads through out (love the broken bridge) and some nice height variation as well as a cool cityscape feeling in the middle. Good job here. **30/35**

**Creativity/Uniqueness:** I must say I do have a soft spot for having bases together like this in team games and I love to see it like this in a 4v4 map. There is a great feeling of team spirit when the bases are joined together and I like the idea you had of adding a fountain there to help when defending against the enemy team. The split terrain and neutral buildings going split down the middle is nothing new (quite the trend recently) but the fact that you have so many different ones going along the line is definitely unique and hasn't been seen really if we're talking in terms of the Blizzard mappool. You got different merc camps, fountains, market and a way gate which should bring entertaining games. I feel like the name of the map and overall theme isn't as strong as it could be, but it's good enough. All in all, I think this a unique map and shows good creativity in a variety of ways. **11/15**

**Bugs:** -2 For having parts of the map that shows the boundaries which can be seen by players. Breaks immersion according to Blizzard's standards - they require no border/boundaries to be seen by players in their maps. **-2**

**Balance:** Balance for the most part, is good, but I'll go over some things that could be changed for the better. The expansion directly outside / opposite each team, that is behind the goblin shops. It's too far forward. I think it should be moved back & tucked in to the tree line and more toward the shop. The expansion building would no longer be intrusive in the pathing (you have to currently build it in the middle of path). I also think the camp should be 2 mud golems and 2

level 3 ogre warriors and drop a level 3 charged + a tome. It's in a weird spot now where the level 2 permanent + tome isn't enough. So it should be made slightly harder and also reward better. You also already have many level 2 permanent drops (have 8+ greens that drop level 2 perm). The top right camps, the merc camp, the two reds on the side feel a little bit easy. And the red camps with the heretic and war golem is another case of weak reward and too easy to creep for a red. I think should be more difficult and reward better - rune of rebirth on war golem by itself isn't that great. The goblin shop camp feels a bit strange with a level 8 dark wizard surrounded by low value camps. You could make the acolyte creeps stronger, and change wizard to a level 5 renegade. Also the level 8 wiz doesn't sleep which means you can't shop at night without getting attacked - another reason to change it. Everything else looks good. In terms of pathing, I'd like to see the area where the fountain is around the main bases opened up lot more, especially the entrance to the fountain on the players side. I think it can be made a lot wider to accommodate for massive 4v4 armies to easily move in and out of the area. Also make the 2 entrances on the sides of the main base area wider to accommodate for large scale battles. I'd also remove the gates where the goblin shops are with the dark wizard. Creates a small choke when I think it should be more opened up. Overall there is many interest points for the players and is thought out with good consideration, Nicely done **41/50**

**80/100**



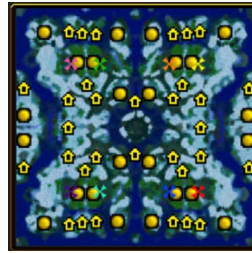
# Arctic Dream

**Balance** 38/50

**Terrain:** 22/35

**Creativity:** 13/15

**Bugs:** 0



**OVERALL SCORE:** 73/100

*A unique map, that is sure to create entertaining and fun games. Players will have a vast amount of strategic options on this well designed map that includes way-gates and boats. With plenty of powerful creeps and items, this map is destined to be a favourite. The map will also be for those who enjoy 2v2, and this map definitely caters towards a 2v2v2v2 style of gameplay in relation to the spawns. Boats can be used to creep powerful camps, pick up a shredder and launch or defend stealth attacks.*

**Terrain:** I'm not a fan of this tileset and it's hard to make it attractive or aesthetically pleasing. In my opinion the terrain misses the mark here, and doesn't elevate what is a unique and well thought out map. When I think of 'Arctic Dream' I think of beautiful polar bears and a nice snowy terrain. Where I would have preferred something a bit more along the lines of Thawing Snow, what I got instead is more reminiscent of Scar of Northerened and doesn't really represent what I would expect to be an 'Arctic Dream'. Give me polar bears over trolls and murlocs. Also the middle fire/dragon, although I love the contrast between the fire and ice, feels out of place in a map that's purely ice and snow. The doodads are okay, but some feel out of place also.

**22/35**

**Creativity/Uniqueness:** The entire layout, scope and structure is refreshing and unique and there is plenty here for players to explore, creep and do their own thing. The shipyard and boats are always a unique thing to see in Warcraft 3 maps, but they're hard to execute - I think you've done a great job here without overdoing it. I love the name of the map, but I like said earlier the terrain of the map doesn't elevate the name and idea for me.

You have provided plenty of options for players without over-bombarding or cluttering it, which is well done. The way-gates submerged in water are cool and can be used in conjunction with the boats. The overall layout, including the spawn locations is unique and creative. With a better terrain in relation to the theme you could have potentially scored perfectly here. **13/15**

**Balance:** The reward for the Goblin Shipyard camp isn't that great, a rune of rebirth on a level 2 sea turtle just takes up more food without offering much. Would rather it be redesigned into a tome + level 1 perm. The natural expansions from drop a level 2 charged + tome and the 3-1-1-1 Wizard green near the main's should drop a level 2 permanent like that exact same camp does on Terenas Stand. The goblin shops can drop a level 3 permanent or charged. The murloc camp in the corners can drop level 2 tome like on EI (tome of xp).

Ok, so the red expansions (8-6-6-3-3) in the middle and the outskirts have a mistake I believe. The top right one drops a level 5 permanent, but the others drop a level 4 permanent. This is obviously a mistake and it should be the level 5 permanent that rewards here like the top right one...

For a boat map it's not actually imbalanced at all. It's a double edged sword here, because although I feel like the shallow water all through the middle is a bit redundant considering the map is boat centric, it actually provides a bit more balance and options, because the players can decide to walk across rather than using a boat. So instead of putting deep water all through the middle you've given more options which is always nice. While it may make the boats less impactful, I actually like the decision a lot and I'm sure players will too. Instead, you've utilized the boat for area's down the bottom to launch stealth attacks, to creep island camps and to pick up a shredder. Usually I don't like shredders that are hard to obtain early, but this actually forces boat usage. Great job here for using boat concept without going overboard with it.

One other thing that I'm not sure is intentional is that teams can spawn diagonal and separate (see minimap below). This isn't inherently imbalanced if you did this on purpose though. The map is very 2v2v2v2 centric anyway, so if teams were to spawn like this, it would just encourage that style of gameplay more, similar to 'Friends', but even more so. Nicely done in terms of layout, neutral buildings and the spacing. You have provided plenty of space which is great, so even though It's large in scale, it doesn't really feel cluttered. You've also given the players good interest points with the island expos/creeps and with powerful, albeit, out of place Dragon red camp in the middle. Good job. **38/50**



**73/100**

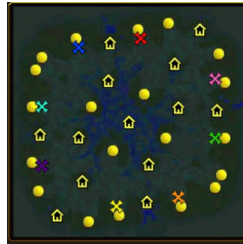
# Legion's Demise

**Balance** 38/50

**Terrain:** 27/35

**Creativity:** 8/15

**Bugs:** 0



**OVERALL SCORE:** 73/100

*A dark and refreshing map that is small in size and promises fast paced games with plenty of skirmishes. The poison/dark theme is very well executed and the tileset is something not really seen before. The overall theme and name of the map is sure to please. The height variation and overall centre is a marvel. The map offers double-up expansions and wand of negation as an item drop - A unique map to say the least!*

**Terrain:** The terrain - in accordance with the theme is great. I think it's very hard to pull off a purely 'dark' map like this, but I think you have pulled it off in great fashion. I'm usually a sucker of lighter/greener maps mixed with something unique, but you've gone full poison/dark mode here and I like it - especially the middle. The height variation is very nicely done in the middle and the critters such as the 'boar' and 'dune worm' haven't really been seen before. On a purely aesthetic level, it's a bit repetitive and not the 'prettiest' to look at (not Thawing Snow level), but that's just due to the inherent nature of doing such a dark themed map. So in accordance with the overall theme it's good - especially the middle. **27/35**

**Creativity/Uniqueness:** The map is very unique in terms of The critters, the creeps, the terrain - they are basically never seen or used. The name and theme are very good. When I think of 'Legion's Demise' I think of a map like this, one with a dark and poison-like atmosphere. In terms of overall layout and scale, I think it's a bit bland and doesn't offer much variation or provides the full potential that 4v4 maps can have. It's a bit 'safe' in that regard and is similar to already seen maps like Murgul Oasis and Battleground, with the shape, size, positioning but it doesn't offer objectives like they do. The theme brings it up, but it lacks that 'x-factor' in what it brings to the table. **8/15**

**Balance:** Balance in terms of the spacing is fantastic. Plenty of space and the 4v4 game type is considered well with plenty of room to move around. Creeps are a bit hard but item drops look fine. For me the map definitely lacks objectives, which I think is a key part of 4v4 maps. For example, although the map is somewhat similar to Murgul Oasis in terms of scale and positioning, Murgul had 4 expansions in the middle which faced toward the mana fountain. On battlegrounds, which is similar in size, there is 4 expansions with dragons in the middle which provides an interest point and objective. On Legion's there isn't much on offer in the centre besides a mana fountain and some low value green camps which are not rewarding enough to be considered of interest. This is also another problem, because the players also don't have enough low-level creep camps around the base to level up or as a safe camp and have to go to the middle. On Battleground you have smaller camps around the base and orange behind. On Murgul you have plenty of camps outside of the middle and good interest point in the mid. A solution you could do is flip the shops so they face the middle and make them a bit

harder/rewarding giving the middle more interest. Make the greens in the middle orange, and make the green currently behind the shop facing toward the players. Also add a couple more greens near the main bases. Without playtesting it's hard to tell how games would pan out, but I believe it will be more of a constant attack your opponent map. Everything else seems well balanced. **38/50**

**73/100**

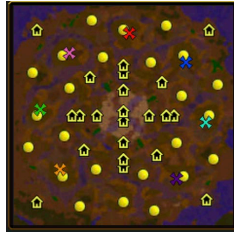
# Desert Mirage

**Balance** 36/50

**Terrain:** 27/35

**Creativity:** 8/15

**Bugs:** 0



**OVERALL SCORE:** 71/100

*Desert Mirage is a well constructed map that carefully considers the theme, and executes it well. It offers players vast options with a great number of expansions, incredibly powerful items and 4 marketplaces ensuring you can stack your hero's insanely well. It promises very entertaining and action packed games with powerful hero's and plenty to do.*

**Terrain:** The terrain using the barren set is great, and ties in well with the overall theme of the map. The highlight for me though is doodad usage, and the middle area in general with the cactuses, cliffs, narrow corridor and archways leading to the middle - it's all executed well. The rocks, waterfalls, huts etc all are nice to look at and spice up a terrain that I'm not really a fan of aesthetic wise. But you've done a good job in using such a tileset for theme you were going for.  
**27/35**

**Creativity/Uniqueness:** The map shows creative flair, especially the middle area (despite the pathing problems). The gate-ways, marketplaces and middle area all combine to create a unique playing experience. I really like the name of the map 'Desert Mirage' and the overall theme in combination with the name is done well. You've also brought a lot to the table with the many expansions and the fact that this can also be an FFA map. **8/15**

**Balance:** The goblin shop's are a bit easy for their reward, I would swap out the poison murloc for one of the higher level ones, and remove 1 small murloc tiderunner in the middle. The goblin labs also use this exact camp and item which feels a little lazy and out of place given the desert theme. You have many creep options and murlocs on both camps don't really fit. The expansions in the middle with Centaur also drops level 3 permanent and a level 2 charged, which feels out place. Instead you could do level 3 charged along with a level 1 or 2 tome. I'm not sure how I feel about the creeps guarding the way-gates. I wouldn't say it's imbalanced but I wouldn't consider it a positive either, it also drops an extremely powerful item and is only a level 6 camp, too easy, it feels a bit off, same for the creeps which guard the entrance to the middle. You got 8 of these camps that are somewhat obtrusive and give a very strong item. It's really fun to have those items in abundance like that for the players, but I can't say it's very balanced especially because that item slot is either weak or the best in the game. (3 furbolgs / Scroll of rest). I like the lone level 6 wildkin camp, it's cool, but I also think it can reward a level 1 perm on top of the tome. Or a single level 2 tome would be good too, a tome of xp would be quite nice there. I think the middle camp can drop 1 more tome, but the items there are pretty good. In terms of pathing, I really like the small corridors leading to the middle fountains between the two entrance and exit archways. However, the actual middle itself is too small and chokey. Considering this a 4v4 map (or FFA) you haven't considered the idea that 600+ food worth of

army could potentially be fighting for control of that camp/fountain. It's way too small to accommodate for that and needs to be much bigger. You can keep the entrance corridors similar but just open up the actual middle for fighting and microing purposes, because right now it's way too obtrusive for large scale battles that 4v4 has. It all feels very cluttered there. The pathing around the bases is fine, but even other parts of the middle section such as the waygate, tavern and shop area consists of many small chokes and narrow pathways that are not suitable for the 4v4 gametype. The pathing really brings down the score here. It's not fun to fit hundred+ food armies through that narrow choke into the way-gate. The overall layout, amount of shops, goblin labs, and other neutrals is spot on though and the map has potential.

**36/50**

**71/100**

# Frozen Peak

**Balance** 33/50

**Terrain:** 27/35

**Creativity:** 11/15

**Bugs:** 0



**OVERALL SCORE:** 71/100

*Frozen Peak is a very ambitious map that showcases a pleasing terrain and environment. Players will enjoy its large scale and huge amount of options. There is plenty to do here, with powerful creeps, expansions and many objectives sure to 'peak' (bad pun) the interest of those who play it.*

**Terrain:** The terrain of map is aesthetically pleasing and uses a nice mix of Lordearon winter combined with the snowy peaks that run through the middle of the map. With snow/winter maps it's easy to fall into the trap of just using 1 or the other, for example purely Lordearon winter. To really bring out the winter feel, however, the better maps use a combination of both (Northern Isles). This is another one of those maps and therefore it never feels dull or repetitive, because the middle snow area spices and breaks it up. On the other hand too much snow can be hard on the eyes. So you've struck a good balance here. Doodad usage is simple and minimal but effective enough. Good job **27/35**

**Creativity/Uniqueness:** Despite quite a few issues with the balance of the map, I think it's fantastic. I really like what you've done here. It offers so many options for players with its size and scale. Players should enjoy this map because the scale in terms of creeping, expanding, pathing, item options etc has never been offered before in a Blizzard map. The name Frozen Peak is good and ties in with the overall theme with the terrain transitioning to snow and peaking at the top / in the middle where the mana fountain is - punctuated well by the height variation. I believe it's definitely a unique map and shows moments of brilliance despite its many flaws. **11/15**

**Balance:** The camp behind the base is too low value due to the fact that you have to go backwards and not out on the map, no exp and only drops a tome. Increase the value. 5-3-3-1-1 Kobold camp should drop level 3 permanent instead of the two items it drops now. I'm a bit confused about the troll priest camp, some drop level 1 permanent, and another one drops level 2 permanent, I believe one of the green camps you got needs to drop a level 2 permanent either way, you already got a couple low value ones that only drop tomes. This may sound drastic, but I think you should remove all 4 orange camps and all 4 red camps guarding the mana fountain, and make 1 big red camp surrounding the fountain for teams to contest. Right now it feels cluttered with all those camps there, and needs more 'focus'. I don't think camps should be out on the open like that, especially the orange ones with the arachathid's - feels out of place. It will clean up the minimap and the player area and look cleaner. The Nerubian expansion camp doesn't reward well enough. I'd suggest level 4 charged and two tomes - one for each spider lord. The lab is too hard and should be converted to an orange camp, labs need early access in many cases and the massive dragon hinders that, I think it should be weakened so it can be taken early with help, or mid at least if you were to solo it. I like that there is a lot of shops, but I think 6 is a tad too much - even on a map of this scale. I think the two shops bot left and top

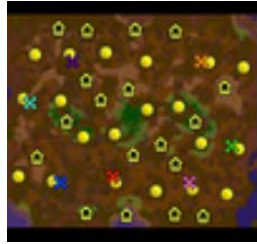
right could be converted into marketplaces, as I think a map like this also deserves some marketplace fun. The pathing needs some work too. For example where the tavern is, I'd rather more pathways around that and opened up more. I'd also prefer the way-gates removed and simply more paths through the middle to cross the other side of the map to attack the enemy etc. It will make it less cluttered and provide more path options which is always beneficial to the player. Remember, less is more - and this theory could be used to make this map even better. Like where the mana fountain is in the middle, you have these cool ramps that go off to the side, why not just make those pathways so you can go through the other side without running through the middle fountain? All in all, it has a lot of potential but I'd like to see it more opened up and less wall area (like where the tavern is) blocking things up. **33/50**

**71/100**



# Golden Oases

**Balance** 32/50  
**Terrain:** 28/35  
**Creativity:** 12/15  
**Bugs:** -2



**OVERALL SCORE:** 70/100

*A unique and well crafted map that offers a very diverse range of creeps, items, and strategic play. With most 4v4 maps both current and older not using the full potential of what Warcraft 3 offers in terms of shops, items and variation - this a refreshing change.*

*The amount of options for players here are vast and plentiful as well as the powerful item drops will make for some very entertaining games.*

**Terrain:** The terrain is great and offers diversity which is needed with the overuse of Lordaeron Summer in the current Blizzard mappool. The green touches in the middle are great and add to the overall theme of an 'Oases'. The use of doodads further brings to life the theme of the map and spices it up - particularly in the middle with touches like the Cactus', stones and huts. Well done! **28/35**

**Creativity/Uniqueness:** Very unique in terms of scale and the variety of options of what can be done here. The items, the creep possibilities, you've got everything here and I think this kind of map is needed to really spice things up in the 4v4 scene. The tileset is nice and the creativity of having the centre an 'Oases' with some 'life' among the desert style wasteland is a unique touch. The name of the map is also very good and ties into the overall theme. **12/15**

**Bugs:** -2 For having parts of the map that shows the boundaries (at the top is 1 example) which can be seen by players. Breaks immersion according to Blizzard's standards - they require no border/boundaries to be seen by players in their maps. **-2**

**Balance:** The scale, positioning and pathing of the map is solid, with some variation between narrow choke points and more open-field paths for larger fights. However, I have some issues with the paths leading to / entrances of each main bases.

You have the bases surrounded with trees, and two small exit/entrances for each base which is far too narrow in a 4v4 map. I'd like to see the bases completely opened up more (the front) to accomodate for the 4v4 gamemode which involves massive armies and large scale battles.

Remember you're potentially dealing with 600-800 food armies here. I'd also like to see the health fountains at the top/bot removed and add 1 health fountain in the middle in line with the 2 mana. I'll explain more below.

In terms of creeps and items it needs a lot of work...

I'm going to go over every single camp and how it can be improved. So far balance score: **32/50**

Let's start top left corner and make our across to the right:

- **3-2-1 Green Camp Corner:** It's fine, but drops of a heal potion? I think it should be a level 1 permanent + tome. But I don't have a major issue here.
- **3-3-3-1-1 Razzormane expansion:** It's okay, but it's a bit odd. No major/strong creep and drops level 3 permanent. Perhaps too easy for the reward, but it's passable.
- **7-3-3 Lab Harpys:** Good
- **2-2-1-1 Green:** Good
- **10-6-3-3 Dragon:** Good
- **5-1 Medicine Man:** This camp doesn't work or make sense. A level 5 medicine man, with a level 1 quillboar, but only drops a tome. Make it 5-1-1 and drop level 2 perm+tome
- **5-4-4 Centaur Expo:** It's fine
- **5-3-3-1-1 Harpy Fountain:** Replace the fountains top and bottom with another goblin shop, you only have 2 and they're in the middle. This will provide more opportunities on the outskirts of the map, and in 4v4, I think 4 shops is better than 2 especially for the size of this map. Move the fountain to the middle makes more sense and will get used more. Remove the harpy's and replace with other creeps. You have enough air/harpys already
- **4-2 Centaur Green:** Good
- **9-6-6-2-2 Lizard Market:** Very hard camp but I think the reward is there to justify
- **3-1-1-1 Green:** Good
- **2-2-1-1 Green:** Remove the archer and place centaur drudge in mid of boars then good
- **5-4-4-2-2-1-1 Orange:** Don't like this camp at all, it's a hard orange, but feels very out of place and rewards with level 5 permanent (dk aura, war drums). Remove the (4) Wildikns and make it drop level 3 charged or potentially remove the camp.
- **6-6-4 Orange:** I'm okay with it
- **5-1 Green:** Another kinda weird camp where you have a pretty strong creep with 1 very weak one, and drops a heal/mana potion, it feels a bit out of place, could make it 5-1-1? But no major issue
- **Red Corner Murloc:** this is a very weird camp, you got many weak murlocs that add up to a red and drops a mid level permanent and a mana/heal pot. I'd suggest changing it to a harder Murloc camp, one that features the level 5 or 6 murlocs etc and making the item a level 5 permanent (dk aura, war drums) especially if you change that orange camp I mentioned earlier

- **5-4-4 centaur expo (middle left):** Just drops a rune of lesser healing? Perhaps make it add a level 2 charged to the camp and change rune of healing to rune of rebirth.
- **3-3-1-1 razzor green:** Drops 2 tomes.. I'm okay with it though, it's unique but not bad
- **5-3-3-2-1-1 goblin shop:** I'm okay with it
- **centaur/razzor red camp:** This camp should definitely be moved to the top left and top right corners replacing the 3-2-1 green. It feels out of place there, and it makes the middle a bit more chaotic. This move will make the area breathe more, and it will also replace a green camp that is in a pretty pointless position. Also change the item to a level 5 permanent or something else, because you already have a few of the level 6 permanents. (orb of frost, +15 claws)
- **Merc camp:** I like the idea here to have each mercenary from the neutral building guarding it. It's good
- **3-1-1-1 razzor green:** Drops potion of mana/health but it's too easy. Make it 3-3-1-1 and potentially change to level 1 perm + tome or level 2 perm
- **Middle centaur expo:** Hard, but it's good.
- **Wildikin/Boar expo:** Good
- **3-1-1-1 green:** Good
- **3-1-1-1 green:** Good
- **3-2-1 lizard / razzor green:** Drops 1 tome, it's okay
- **Murlock Mana fountain:** I like it
- **Middle orange:** Move the health fountain here, it makes sense with the theme having 'life' / health fountain in the middle in line with the mana fountains and where the green is. It also makes it more of an interest point in the middle. Upgrade the small bronze dragons to a little higher tier ones, because it's currently too easy for level 5 permanent.

Overall, a fantastic job and you managed to capture the overall feeling and theme of the map in relation to the name "Golden Oases", for that combined with a great terrain I have given you a score of 70/100 including -2 for no borders. With some creep changes, opening up the space around the bases, and some building/item changes this could have been much higher up.

**70/100**

# Cold Butterfly

**Balance** 40/50

**Terrain:** 23/35

**Creativity:** 7/15

**Bugs:** 0



**OVERALL SCORE:** 70/100

*Talk about matching a name, layout and theme... Cold Butterfly is a good achievement and showcases a map that takes the shape of a creature - in this case it's a Butterfly. With it's winter terrain, and interesting shape, it fully immerses the player in a familiar winter tileset similar to that of Full Scale Assault, whilst providing a good amount of options strategically - especially in terms of expansions of which there are one for each player as well as two additional ones to fight at the top. A solid map with a nice touch.*

**Terrain:** The terrain is good, but nothing out of the ordinary. It showcases the winter tileset with a mix of grassy greens and snow through out. There isn't any interesting doodads or terrain mix that stands out here. It's essentially a good use of a simple winter theme. While it's a tad repetitive it matches the overall theme and is pleasing. **23/35**

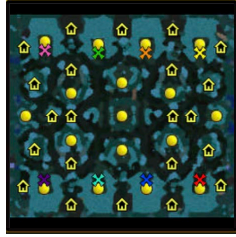
**Creativity/Uniqueness:** The clear uniqueness here is in the creative use of designing the map around the shape of a Butterfly. It's not something we've never seen before (Turtle Rock) but it's done well here nonetheless, and you have done a good job in positioning the layouts of the Expansions, Neutral buildings and creep camps to fit nice and smoothly within the butterfly shape. The name of the map is good and represents fully the idea and theme of the map. Besides that, there is not much else that is brought to the table here that we haven't seen before in terms of layout, objectives, terrain etc. All quite basic **7/15**

**Balance:** The balance here, especially in layout is solid, with fantastic spacing... There is plenty of room for all players to move around and control massive armies without obstruction. The neutral buildings are very well spaced and the map is very breathable and is very Blizzard-like in that sense. The distances between the creep camps are great and the two shops split down the middle are good. There is a spot between both goblin shops down the middle where the trees are that could use another creep camp or so, just to provide another interest point/objective for the players as it feels a bit empty in some spots. I also notice a lack of critters. While it's not essential, especially in 4v4 it's just a point to consider. I'd also consider upping the gold count of the middle expansions to 14-15k as they are riskier and hence should provide more value. In terms of creeps and items the four orange gnoll camps (5-3-3) should give a level 2 permanent + tome. Currently it only gives a single tome which is not nearly enough for the difficulty. The goblin shops are a bit easy for a 4v4 map (similar to Echo Isle). I'd prefer to see them be like the Turtle Rock camp and drop a level 3 charged or permanent. You could even let them drop a watcher ward for extra objective. Everything else is fine. Well done! **40/50**

**70/100**

# Frostfloe Deep

**Balance** 38/50  
**Terrain:** 23/35  
**Creativity:** 7/15  
**Bugs:** 0



**OVERALL SCORE:** 68/100

*Ragnaros has improved his mapmaking his abilities with Frostfloe Deep, which features some cool creeps, and blue/dark theme and is sure to please. There is plenty of creeping options here and powerful items to reward players. The map displays perfect symmetry with all players in a line next to each other and opposite each other. A very solid entry from Ragnaros.*

**Terrain:** The terrain is good, but not eye-catching enough to bring it to the next level, but it's hard to pull off with such a pure dark/blue tileset so I respect the effort that went into this here. The use of doodads is very good and elevates the theme. I like the use of 'mushroom' trees which aren't used that often. Looks very cool. The lizard creeps don't really suit the map, but all the other ones do. Overall it's good and shows some attention to detail. **23/35**

**Creativity/Uniqueness:** It shows some good creativity and uniqueness, especially with the many different creeps used such as the voidwalker, dragon spawn and polar bear, but I didn't really understand the overall theme you were going for. I googled it, and I see it's based off WoW. I have no issues with it, but it's not entirely unique to base the map off WoW including the name and theme etc. But it's done well in the context of a Warcraft 3 map. The usage of way-gates and barricades is interesting, but I'm not sure how much those things will add to the gameplay. Overall I think it shows good creative effort. **7/15**

**Balance:** Balance is quite good. But I believe some changes are needed in a few areas. We will start with the creeps. The green Arachnathid camp next to the bases is a bit too hard for a level 1 permanent because of the shadow strike. It deals quite a bit of damage and should reward players with level 2 permanent instead. The lab should drop level 3 permanent instead of level 4 permanent. You already have level 4 permanent at the merc camp, and I think they're both a bit easy to creep for the reward. At least bring the lab reward to lvl 3 perm, so you don't have two of same item class so close together. The goblin shops on the side are bit too easy for 2 tomes + level 4 charged. The 3 o clock and 9 o clock Lizard expo's are far too easy for reward (Level 6 charged!!). What I would do is move the mud golem to the back of the camp and add another Wildikin for 6-4-4-2-2-2 and make it drop level 5 permanent. Now with the level 6 charged, move that to the middle red camp with the polar bears and furbolgs... It will give that middle camp much more interest and that camp also deserves more reward due to difficulty and location. The teams should fight for it and be rewarded with that item instead. As for pathing, it is a bit narrow in some places, especially the main bases, not enough room to build and fight with big armies - needs to be wider and opened up more for 4v4. Everything else is good  
**38/50**

**68/100**

# Scar of Northrend

**Balance** 39/50  
**Terrain:** 20/35  
**Creativity:** 7/15  
**Bugs:** -2



**OVERALL SCORE:** 64/100

*Scar of Northrend transports you into a wintery and gloomy battlefield. Players will enjoy the layout including the spawns and symmetry of the map. There is plenty to do here, with powerful Winter creeps and an expansion for each player, as well as 2 to contest down the middle. Also features a dragon roost and marketplace to create some entertaining games.*

**Terrain:** Although I appreciate and admire the many different mixes of winter tilesets here, with the snow, ice and grassy parts - I think it's a tad overdone and the overwhelming blue/winter theme is a bit hard on the eyes. It's not dull, but it's a bit messy and could be smoother and more precise in it's execution. The doodad use is pretty good. My favourite areas are the corner Nerubian camps with the cave & blue mist steaming out and the ziggurats and the middle dragon roost. The tileset and atmosphere ties in with the overall theme decently. **20/35**

**Creativity/Uniqueness:** I like the spawn locations with 2 in the middle and 1 top and bottom, and the amount of options you have provided here with all the neutral buildings, fountains and a dragon roost is fun. Even though the terrain is messy it does show some creativity combined with the usage of creeps and the overall theme **7/15**

**Bugs:** -2 For having parts of the map that shows the boundaries which can be seen by players. Breaks immersion according to Blizzard's standards - they require no border/boundaries to be seen by players in their maps. **-2**

**Balance:** Balance is good in a lot of areas, and I specifically like the choice of spawn locations. It's balanced and is a nice setup. In terms of creeps and items there is some work to be done here. The 4 expo's toward the middle 4-4-2-2 troll/wolf camp gives too high of a reward for difficulty. I'd suggest level 2 permanent + a level 2 tome instead. I don't like the 4-4 green camps in the corners, too tucked away. I'd prefer just the red camp in that area, gonna feel less cluttered and remove a low value camp in a tucked away spot. You could relocate the camp somewhere else if you wish. The 4-3-3-1 ghost/revenant camp that rewards level 3 permanent is a bit weak. Just increase the level of skeleton archer to a slighter higher level one. I don't like the labs being a red camp. I'd reduce difficulty / rework into an orange camp for easier access to shredders early. The dragon middle camp could also drop an additional 1-2 tomes. I don't like the Magnataur red camp in the middle of the path down the center line. Camps should be guarding something or against a treeline/up a hill etc. Needs to be out of player pathway. I notice you like two items for 1 camp, which is completely fine, because they're balanced here. Most of the items and creeps are well balanced here actually. **39/50**

**64/100**

# Treacherous Waters

**Balance** 30/50  
**Terrain:** 24/35  
**Creativity:** 8/15  
**Bugs:** 0



**OVERALL SCORE:** 62/100

*A sunken ruins style map that makes use of boats with a large body of water separating the two teams. Using the boats to launch stealth attacks on your enemies, or to prioritize mass air tactics will be the name of the game. This one will provide entertainment especially revolving around the way-gates that sit behind each team's base, just asking to be used to attack from behind.*

**Terrain:** The terrain is simple, but effective and matches the theme of the map well. I like the doodad usage such as broken/crashed ships surrounding the Renegade creeps on the island. And the coral-like environment created at the middle red camp. It does a solid job of utilizing the sunken ruins tileset to tie into the overall theme. **24/35**

**Creativity/Uniqueness:** The map deserves unique points for attempting to utilize way-gates and boats and somewhat succeeding. In particular, the use of way-gates to teleport behind enemy lines to launch a stealth attack is a creative and cool idea, and would be interesting to see it play out. We've seen boats before on maps like Thawing Snow, but they're hard to make competitive or enjoyable to players, who often just cater to mass air strategies when faced with the dilemma of boats. The map shows creativity and promise but I believe it has much more potential than what it offers, particularly the middle area. The terrain and creeps is something we've seen plenty of times before.. **8/15**

**Balance:** This one is a bit tricky balance-wise because boats are so hard to get right in a Warcraft 3 map. I believe they're an inherently flawed design in terms of melee games and extremely hard to pull off even though I like the concept of them. In the case of this map, I think you have designed it in such a way that the boats do offer value. Because the path to the enemy is very long and wide, so it makes sense to cross if you were to attack using boats - especially if you're on the top spawns. It could also make air a very popular choice on this map as players may not feel up to the task of moving around their ground armies in boats. One great feature of this map is the way-gates and how they are used. One can launch a stealth attack / raid on the enemy by using the Way-gate furthest from their side (the one closest to enemy) and teleport into their corner 'behind enemy lines' so to speak. This is great use of way-gate and boats and can be used as a surprise element... It may force players to guard that area by building their base in such a way to defend from such attacks. One thing I noted though is that you have to drop your army before using the waygate, as it does not teleport to shallow water, rather it teleports to ground. This could be a problem if you're in a rush and need to teleport

quickly to escape a situation but I don't think it's a major problem. The middle area needs some rework, the long path down the middle with the two big turtle camps isn't that attractive and has the potential to be a lot more, I'd break up the long path and add some other stuff to it. You also have a few low value green turtle camps in the middle water area, and especially the one top left/right next to the gate which offers zero value. You have to travel backwards only for a level 1 permanent and next to no experience. Not worth it. In terms of creeps, the 2-1-1-1 murloc camp at the top spawns is too close to the base, aggro's a lot. Should be tucked away further across + inwards. The 3-1-1 green wizard camp also sticks out and is in the player pathway. Needs to be moved out of the path and tucked away. In terms of items, I liked most of what I see, however there is some minor things. The top orange murloc camp (level 6) should also drop a level 2 tome, considering the difficulty in relation to it only dropping level 2 perm currently. Do the same to the bottom sea elemental one. The middle turtles where you access by boat are way too easy for the reward. Level 6 charged. Should be level 4 charged + level 2 tome with what you've got. Change items or increase difficulty of camp. The goblin shop with the Renegade + ele's should drop level 2 charged instead of level 2 perm, very slightly too strong for level 2 perm. Everything else is fine. This map has good potential, but is ultimately let down, by a weak design in the middle section. With a rework of that, plus some other technical details it could be a lot better, especially with the great waygate design I mentioned earlier.

**30/50**

**62/100**



# Taken City

**Balance** 34/50  
**Terrain:** 18/35  
**Creativity:** 5/15  
**Bugs:** 0



**OVERALL SCORE:** 57/100

*A cityscape, Market-Square-esque feel to this map is very pleasing to the eye with it's square, symmetrical architecture and bright theme. With teams split in each corner and spawned together with allies, there is guaranteed to be entertaining defensive and offensive battles here, especially with the height variation/ramp leading to the main bases. With plenty of renegades and the cityscape tileset, players will feel in familiar territory with this map, but should enjoy it's design and layout.*

**Terrain:** The terrain is very pleasing to the eye. Nice and bright, with the attractive Market Square look going on. But it's a bit too basic though and is flat & repetitive looking in parts, the doodad use is okay but also could be better. The middle area is by far the best part, with an attractive health fountain surrounded by fitting Elemental creeps submerged into water complemented by height variation. The dolphin's pumping water in there is a nice touch too. The spider creeps don't match the theme at all in my opinion and should be replaced by renegade/wizard/priest camps. There is some random doodads that feel out of place like those blue rune's and the archway that isn't connected to anything. Overall it's nice to look at and a good effort, but it doesn't have the x-factor or attention to detail required to bring it to the next level. **18/35**

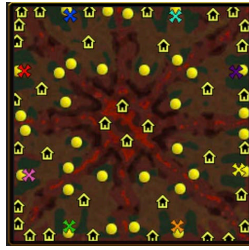
**Creativity/Uniqueness:** I love how the bases are together, especially combined with the ramps on the entrance. It will make for some nice team fights, both defensively and offensively with also plenty of space to have large scale battle in. The symmetry of the map is also pleasing with the split of different creeps on either side. The architecture and layout ties in well with the overall City theme. The terrain like I said is a bit bland and the creeps + theme don't really add much to what we've already seen before. **5/15**

**Balance:** The balance is good in terms of item drops and difficulty of the creeps, but I have an issue with creeps being in open pathways. Creeps should be against something like a wall / tucked away or guarding a neutral building out of player paths. I would redesign it so creeps can fit into a place where players don't aggro the camp and are forced to creep it, if they just want to walk from one point to another. For example you could place the merc camps directly behind the dolphins in the middle, and place the renegade/skeleton camp guarding that out of player pathways. Then add another 2 goblin shops where the merc camps currently are, so you have now 4 shops, north, east, south and west. Overall item drops in accordance with creeps are good though, but the creeps in pathways lowers the score a lot. **34/50**

**57/100**

# Burning Steppes

**Balance** 18/50  
**Terrain:** 20/35  
**Creativity:** 9/15  
**Bugs:** -2



**OVERALL SCORE:** 45/100

*Burning Steppes, offers a unique and hot experience with it's lava and fire terrain and a huge amount of opportunities for players with it's double dragon Roost and marketplaces, whoever captures the heart of this fiery map will enjoy it's riches. With a big amount of powerful creeps, players should enjoy long and large scale games here.*

**Terrain:** The terrain is pretty cool with the use of fire and lava elements forming in the middle of the map and spreading towards the outskirts. It's quite good, and the redness isn't overwhelming due to the other terrain that takes up most of the map. It's not dull or repetitive. Doodad use is okay, but nothing special - could be better - but is effective enough in relation to the theme. One thing that brings down the score here for me is the tint you added to everything, which I will include in the terrain score because it's an aesthetic choice. I dislike it and I think tints like this shouldn't exist in proper melee maps. Other than that it's cool. **20/35**

**Creativity/Uniqueness:** This is another map that uses a WoW location and transports it to Warcraft 3, it's not entirely creative, but it's unique enough for a Warcraft 3 map at least. The whole layout, terrain and what's on offer here is unique enough that players will not have seen anything like it before **9/15**

**Bugs:** -2 For having parts of the map that shows the boundaries which can be seen by players. Breaks immersion according to Blizzard's standards - they require no border/boundaries to be seen by players in their maps. **-2**

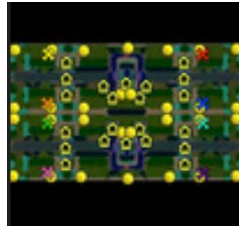
**Balance:** In terms of balance, you have too many things going on. It's too chaotic and cluttered, and should be more 'focused' and stripped down a little. Yes, I like large scale maps with lots to offer and plenty of variety, but this slightly passes the line into the side of being too much. For starters, every expansion camp is a red, meaning it's difficult to expand early. You should provide each player with an orange-level expansion camp to secure an expo moderately early. The expansions more toward the middle of the map can be red. The goblin shops are in a poor location, two right next to each other in each corner, too far away from the action. Goblin shops should be oriented more toward the center, so you should redesign that. You have 8 taverns, but with better consideration could bring it down to 4, by giving 1 between 2 players around where the lava branches off down to the outskirts. Remove the 5-3-3 Kobold camp near the tavern. Clutters the area and shouldn't be in open field of the players path like that. Instead of the 2 marketplaces 3 and 9 o clock, I would replace those with 2 goblin shops, and move the marketplace to be smack bang in the middle on top of the cliff. Creates an interest point over control of it, and gives more use to the hill/height variation which I think is one of the cool parts of the map. The other 2 goblin shops should go north and south- in line with the

dragon roosts, but further up/down. Remove the salamander camp that is 10 and 4 o'clock just before you cross the bridge to the dragon roosts, it's in the way and looks awkward + will declutter. Again the camps should be progressive so keep some greens around the main bases and an orange level expansion and make the camps more rewarding and harder toward the center to fight over as well to increase difficulty as the players armies progress. For example you have a green camp near the base which is the small dragons (air) but you can't creep that with grunts, as undead etc. Green camps that close to the base should be accessible to everyone. Another point is that dragon green is right next to the expansion which is incredible hard (7-5-5-3 ogre camp) and then if that's too hard you got the 9-6-6 golem red expo nearby... There is no progression. You need to consider that armies are weak early and need things to creep that progressively gets more harder (toward middle) as your army builds up. Would prefer the goblin labs to not have an air camp like that as access to shredder needs to be early (before AA in many cases). In terms of items and creeps, one Salamander orange camp (7-3-3-3) drops a level 3 permanent and the other a level 3 charged? The same camp on the map should reward the same item. Another side note is that the merc creep camps and the goblin camps have the same creeps 5-3-3 ogre, I think they should be different for versatility especially with what creeps you can use given the theme. The pathing is average, but too narrow in many parts especially as you go toward the middle, especially for a 4v4 map. The item drops are quite good though. This map has good potential but it needs to be reworked and decluttered with more focus. **18/50**

**45/100**

# Underground Fortress

**Balance** 1/50  
**Terrain:** 12/35  
**Creativity:** 9/15  
**Bugs:** -2



**OVERALL SCORE:** 20/100

*A bizarre, but very daring and unique map that seems to take RPG elements and brings it to a Warcraft 3 map. Players will be confused, but whether or not they will enjoy the map - I'm not sure - I'll leave it up to them to discover this wonderful curious creation from sentrywiz as players will delve deep into the dungeons of the Underground Fortress!*

**Terrain:** The terrain doesn't have many redeeming qualities. Although I really appreciate the overall theme you went for and the mix of tilesets, it's very flat looking and not attractive. Where other maps looked flat they made up for it in the overall aesthetic quality and how easy it is on the eyes. This is both unattractive and flat/dull and the doodad usage is next to nothing. But I can't fault you too much because that's what the theme requires and in that regard you nailed it. **12/35**

**Creativity/Uniqueness:** The map is almost too unique that it hurts. Yes, it shows great creativity in trying to incorporate RPG dungeons and dragons elements into a Warcraft 3 map, but the execution is not there at all. With a better understanding and grasp of balance by looking at the higher scored maps you can steer the creativity in the right direction a bit more. You get creativity points for the daringness of the map and the name of the map Underground Fortress is great and ties in well with the atmosphere you created. **9/15**

**Bugs:** -2 For having parts of the map that shows the boundaries which can be seen by players. Breaks immersion according to Blizzard's standards - they require no border/boundaries to be seen by players in their maps. **-2**

**Balance:** Does not work in any shape or form. Way too chaotic and cluttered and the item drops/creeps are severely imbalanced. I cannot go over it because I'm not using world editor - but please refer to the maps that scored higher in balance to get an indication of what is required. For starters, aside from the clutter please check the screen of the minimap below and let me know what you think is wrong with it. **1/50**



**20/100**