



# Enocell City

## A Monster Truck Madness 2 track by Kmaster

The biggest city track for MTM2 is here! Named after the prolific track maker Enocell. As you might think, It didn't took me too long to finish this track.. well if you have experience on what are you doing (in this case, city tracks) in a couple of hours you got your city layout done.

I tried my best to not have shortcuts on this track, but cheaters always find a way to kill all the "good, clean & fun" racing. AI trucks can finish the race, I guess.

There's several secret spots around the track, a football field, a drag strip, a raceway... a map is included in the zip file, don't forget to have a look at it.

And now for the credits:

Textures:

Road & terrain : Enocell & me. Enocell (i think) used the scrapyard textures as base, so some credit goes for TRI.

Buildings : Enocell, Team Death & me. Enocell used Fly! Building textures to make his set, and I got some at [this site](#) and Grand Theft Auto.

## Models:

Most of the props on this track were made by Enocell (all models that start with 7)

Bus terminal: MONSTER\_MORA & me.

Buildings: Fly! buildings converted by the MTMG.

Fences: Inky.

Trees: Pine tree by HotShoe, the rest was made by Crankshaft.

Laguna Seca backdrop by TRI, converted by the MTMG.

Beta testing: CLC (v0.7) and DkriderGZ (v0.9)

Long live the old school. Keep on MTMing

-Juan Pablo Meza "Kmaster"

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