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Subject: C&C\_Tiberium\_pit needs map testers

Posted by [Anonymous](#) on Wed, 19 Feb 2003 22:55:00 GMT

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my map is complete had some problems with the beacons being far away from the base so i made a lil something special its a half DM half cnc mode (something totally different from other maps) Should be some interesting strategy to this map Optimizing it tonight then converting to .mix Leave a reply and ill post up the d-load link for it if anyone wants to host the map at there site let me know

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