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Subject: C&C Gobi is released! Another unfinished WS map.

Posted by [Anonymous](#) on Tue, 28 Jan 2003 13:49:00 GMT

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Nice little map. Does remind me somewhat of walls. Anyone else has this problem or is it just my clan who tested it. The harvs didn't work unless you killed them once, then they worked fine. They didn't seem to move unless you killed it then a new working one spawned. this was on a 20 player server in gamespy mode with 6 people playing. Anyone else experienced this problem?

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