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Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Aircraftkiller](#) on Mon, 25 Apr 2005 04:51:12 GMT

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Cairo is barely anything like C&C. If you wanted to I could provide you with the source to one of my large RA files so you can mess with it and put in Renegade buildings. Even if the game does suck, I would be interested in seeing how the gameplay balance is handled beyond 300 meter ranges - it'd be effectively breaking the game since it's not designed for that kind of combat.

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