
Subject: Re: C&C_Flooded

Posted by [Ma1kel](#) on Sat, 24 Sep 2005 16:07:17 GMT

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I would make the map bigger, lose the GTs and 2 of the back Turrets and use the Obelisk/AGT. And use more different textures. The layout needs to change a bit too. But for the rest it's okay.
