
Subject: The KOSs2 mappack: want your map in it?
Posted by [Goztow](#) on Wed, 23 Aug 2006 11:47:13 GMT
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These are the maps currently included in the mappack that The KOSs2 will make available for download as one zip-file soon.

This basically are all .mix-files in my own data-folder. I am aware I don't have many of the real new maps. Therefor I ask you which maps you'd like us to add.

The only thing i need is the link to where to download the .mix - file.

The download will be available in one week, so please reply before the 1st of september.

File Attachments

1) [ac.png](#), downloaded 645 times

 C&C_AD_Gateshead.mix	 C&C_Complex_5B.mix
 C&C_Aftermath.mix	 C&C_Compound.mix
 C&C_AI_can.mix	 C&C_Conquest_Island.mix
 C&C_AI_Garden.mix	 C&C_Conquest_Winter.mix
 C&C_Airbase.mix	 C&C_Country_Meadow.mix
 C&C_Alpine.mix	 C&C_Country_Side.mix
 C&C_Antarctica.mix	 C&C_Cover of Night v1.2.mix
 C&C_Area51_DM.mix	 C&C_CrashSite.mix
 C&C_Arena.mix	 C&C_CTF_Canyon.mix
 C&C_AwpMap.mix	 C&C_CTF_Complex.mix
 C&C_Base.mix	 C&C_CTF_Islands.mix
 C&C_Base_DM.mix	 C&C_CTF_Map1.mix
 C&C_BasinTS.mix	 C&C_CTF_Volcano.mix
 C&C_BattleCreek.mix	 C&C_CTF_Walls.mix
 C&C_BattleField.mix	 C&C_CTFCY.mix
 C&C_Battleground.mix	 C&C_CYTeamDM.mix
 C&C_Beach.mix	
 C&C_Belagerung.mix	
 C&C_BetaV3.mix	
 C&C_Big_Walls.mix	
 C&C_Bio.mix	
 C&C_Bot_Islands.mix	
 C&C_BoxedInV4.mix	
 C&C_bridge.mix	
 C&C_Bridge_The_Gap.mix	
 C&C_BunkersTS.mix	
 C&C_Cairo.mix	
 C&C_Canada_CTF.mix	
 C&C_Carnage-Club_Xtreme.mix	
 C&C_Caverns.mix	
 C&C_Caves.mix	
 C&C_Christmas_special.mix	
 C&C_City_AI.mix	
 C&C_City_Flying_Exp.mix	
 C&C_City_Flying_Re.mix	
 C&C_Clan420.mix	
 C&C_Cliffs.mix	
 C&C_CliffsLX.mix	
 C&C_Clover.mix	
 C&C_Colossus2r1.mix	
 C&C_Complex_AI.mix	
 C&C_Complex_Revisited.mix	

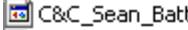
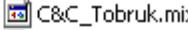
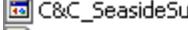
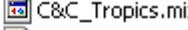
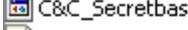
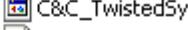
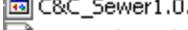
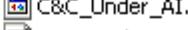
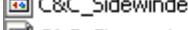
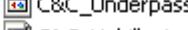
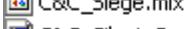
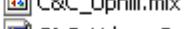
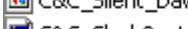
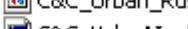
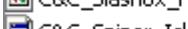
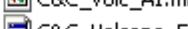
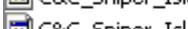
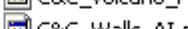
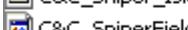
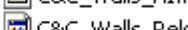
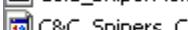
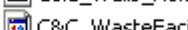
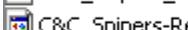
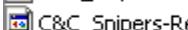
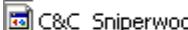
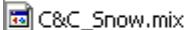
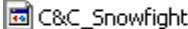
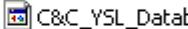
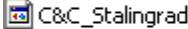
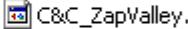
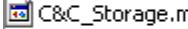
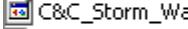
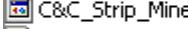
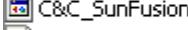
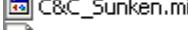
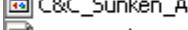
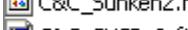
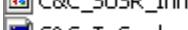
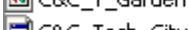
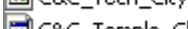
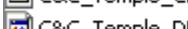
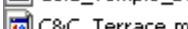
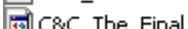
2) [dh.png](#) , downloaded 636 times

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 C8C_Damm1.0.mix	 C8C_Glacier_Flying.mix
 C8C_Dawn_Patrol.mix	 C8C_GlacierTS.mix
 C8C_Dawn_Patrol2.mix	 C8C_Gobi.mix
 C8C_Death_Rally.mix	 C8C_Godwana.mix
 C8C_Death_Village.mix	 C8C_Golf_Course.mix
 C8C_Delta.mix	 C8C_HandDM.mix
 C8C_Desert_Seige.mix	 C8C_Hangmans_Canyon.mix
 C8C_Desert_Seige2.mix	 C8C_Haunted2.mix
 C8C_DesertTunnels.mix	 C8C_HauntedHouse_DM.mix
 C8C_Deth_Islands.mix	 C8C_Hell.mix
 C8C_Deth_River.mix	 C8C_High_Altitude.mix
 C8C_Divergence.mix	 C8C_High_Noon_2.1.mix
 C8C_DM_Cambodia.mix	 C8C_High_Noon_2.mix
 C8C_DM_Tiberium_Refinery.mix	 C8C_HillBilly_Valley.mix
 C8C_DM_Utah.mix	 C8C_Hilly.mix
 C8C_DMCenter.mix	 C8C_Hrglss_bots.mix
 C8C_DMCenterTS.mix	 C8C_Hybrid_Forest.mix
 C8C_DMConYard.mix	
 C8C_DMForest.mix	
 C8C_Duel_Arena.mix	
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 C8C_Dueling_Islands.mix	
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 C8C_Egypt.mix	
 C8C_EKIsland.mix	
 C8C_EVA_Relaunch.mix	
 C8C_EXPO.mix	
 C8C_Field_AI.mix	
 C8C_FieldsRev.mix	
 C8C_FieldTS.mix	
 C8C_Flight_Deck.mix	
 C8C_Flooded.mix	
 C8C_Forest_Trail.mix	
 C8C_Forgotten_Town.mix	
 C8C_Fortress.mix	
 C8C_Fortress2k4.mix	
 C8C_Frag_City.mix	
 C8C_FudPlex.mix	
 C8C_Fusion1.mix	
 C8C_Garth3.mix	

3) [ir.png](#), downloaded 639 times

C&C_Iceworld.mix	C&C_No_Exit_DM.mix
C&C_Illusions.mix	C&C_Oasis_Flying.mix
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C&C_Islands_KOTH.mix	C&C_Overlook.mix
C&C_IslandsEVOS1.mix	C&C_Overlord.mix
C&C_Islandwars.mix	C&C_Pacific.mix
C&C_Jungle.Mix	C&C_Paradox_Harbor.mix
C&C_Jungle2.Mix	C&C_Pillars_AI.mix
C&C_Kanes_Castle_DM.mix	C&C_Pillars_DM.mix
C&C_Killer_Cove.mix	C&C_Pillars_Fly.mix
C&C_Killer_Cove_v2.mix	C&C_PipeFight_Evolved.mix
C&C_L01_Beta.mix	C&C_Plunder_Valley.mix
C&C_Land.mix	C&C_Pluthera.mix
C&C_Last_Stand.mix	C&C_Port.mix
C&C_Lightwave.mix	C&C_Portals.mix
C&C_Lightwave2.mix	C&C_Prison_Camp_DM.mix
C&C_LittleHillRumble2.mix	C&C_Quick_Draw.mix
C&C_Lunar_Landing.mix	C&C_Radiation.mix
C&C_Lunar_Landing_Race.mix	C&C_Raid.mix
C&C_Lunar2.mix	C&C_Ravine.mix
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C&C_Mountain.mix	
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C&C_MutationRedux.mix	
C&C_Niagra.mix	
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C&C_NightOX.mix	
C&C_Nightclub.mix	
C&C_Nightfly2.mix	

4) [sz.png](#), downloaded 632 times

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 C&C_SeasideCanyon.mix	 C&C_Toy_Box.Mix
 C&C_SeasideSunset.mix	 C&C_Tropics.mix
 C&C_Secretbase.mix	 C&C_TwistedSystem.mix
 C&C_Sewer1.0.mix	 C&C_Under_AI.mix
 C&C_Sidewinder.mix	 C&C_Underpass.mix
 C&C_Siege.mix	 C&C_Uphill.mix
 C&C_Silent_Dawn.mix	 C&C_Urban_Rush.mix
 C&C_Slash0x_Hideout.mix	 C&C_Volc_AI.mix
 C&C_Sniper_Islands.mix	 C&C_Volcano_Flying.mix
 C&C_Sniper_Islands_weather.mix	 C&C_Walls_AI.mix
 C&C_SniperField.mix	 C&C_Walls_Reloading.mix
 C&C_Snipers_Canyon.mix	 C&C_WasteFacility_DM.mix
 C&C_Snipers-Revenge.mix	 C&C_Wasteland.mix
 C&C_Snipers-Revenge2.mix	 C&C_Wilderness_DM.mix
 C&C_Sniperwood.mix	 C&C_Woodland.mix
 C&C_Snow.mix	 C&C_Worthy_Classic.mix
 C&C_Snowfight2004.mix	 C&C_YSL_Database.mix
 C&C_Stalingrad.mix	 C&C_ZapValley.mix
 C&C_Storage.mix	
 C&C_Storm_Walls_Flying.mix	
 C&C_Strip_Mine.mix	
 C&C_SunFusion.mix	
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