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Subject: Deafwasp map watch: C&C\_Geode  
Posted by [npsmith82](#) on Tue, 04 Mar 2003 22:41:56 GMT  
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Maybe you should randomly place a few stalagtites and stalagmites to the cave ceiling/floor?  
Could give it a more natural feel.

Anyways, looks good already DeafWasp. This map idea here reminds me of the similar SP mission, are you basing your map design around that?

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