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Subject: Uneven map idea

Posted by [Infinint](#) on Sat, 05 Jul 2003 19:52:28 GMT

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oops should of added this to last post:

what if you have like a map with nod in a feild with a regular base defence

then there are mountains surrounding the GDI base with small defence like small turrets and maybe a few rockets then theres an uneven ness to it but there almost the same.

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