
Subject: Re: Mesa deadzone fix
Posted by [Goztow](#) on Wed, 02 Dec 2009 17:04:24 GMT
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We played it in I-CW 4v5. Unfortunately teams were uneven, but still... the map was much more enjoyable. GDI (team of 5) won eventually, but we put up a decent fight. The fight over the bridge was indeed very important.
