
Subject: Re: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Sat, 27 Aug 2011 04:31:58 GMT
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It is, plus a lot of updates were released that only went to the FDS after the public release was made that makes it not only more stable but more fun.

Only downside about this map is that it can only handle about 200 mutants, whereas the original could handle about 250 and still be playable.

DISCLAIMER: PLAYABLE IS CONSIDERED 12+ FPS. XD
