
Subject: Re: C&C_Crevasse Official Release
Posted by [liquidv2](#) on Wed, 28 Sep 2011 02:43:12 GMT
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iran hinted at a certain Glacier_Flaving map
i had a thought that modified your original plan - have it instead be like a race
each player at the start is given their own respective glacier they must flay in order to move it
the faster they flay their glacier the faster it will move and the sooner it will cross the finish line

@%#^ you big jakas
