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Subject: Re: Mediterranean Map

Posted by [GEORGE ZIMMER](#) on Sat, 01 Oct 2011 06:46:43 GMT

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C&C3 maps were all really symmetrical anyway, so I don't think that's a bad thing.

The annoying thing is the plopped trees and pretty uninspired environment design in general. I'd offer to help with this, but but I'm not really in a position to help (And I tend to completely lose track of what I was doing and then procrastinate horribly).

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