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Subject: Titan's maps vs ACK's maps (split off)

Posted by [Titan1x77](#) on Sun, 15 Feb 2004 18:32:43 GMT

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I thought I quoted Crimson's post and was directing my post to her not you :rolleyes: ..your the one looking like a fool.

speaking about tank battles...your original maps are hop in the APC drive into the other base...every single one of them.

Youll never be able to create a map that uses every aspect of this game like I did with High noon 2.

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