
Subject: C&C_Uphill

Posted by [DarkFish](#) on Mon, 19 Apr 2004 09:09:05 GMT

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Nice map, looks good, and seems like it would play well.

I like it, I just have one worry

In the Nod base, it seems to be very easy to get from the tunnels to the PP (very little ground between them). This would seem to make it hard to defend. Unsure about this, as I haven't played it online.
