Subject: GREAT NEWS AND INFO ON OMAHA!!

Posted by Anonymous on Sun, 04 Aug 2002 05:57:00 GMT

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Subject: GREAT NEWS AND INFO ON OMAHA!!

Posted by Anonymous on Sun, 04 Aug 2002 05:59:00 GMT

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BTW, Remember GDI if you need money destroy Nod's vehicles in the back.

Subject: GREAT NEWS AND INFO ON OMAHA!!

Posted by Anonymous on Sun, 04 Aug 2002 15:19:00 GMT

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Sounds like it's gonna be a good map. Man those screenshots were juicy

Subject: GREAT NEWS AND INFO ON OMAHA!!

Posted by Anonymous on Sun, 04 Aug 2002 15:29:00 GMT

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Is it possible to not make dead bodies disappear? It would be cool to run on a beach full of dead bodies.

Subject: GREAT NEWS AND INFO ON OMAHA!!

Posted by Anonymous on Sun, 04 Aug 2002 17:20:00 GMT

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Can't you just keep all this Omaha stuff in one thread? You're making a new thread for this map every day!!

Subject: GREAT NEWS AND INFO ON OMAHA!! Posted by Anonymous on Sun, 04 Aug 2002 17:31:00 GMT

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cant wait

Subject: GREAT NEWS AND INFO ON OMAHA!!

Posted by Anonymous on Mon, 05 Aug 2002 12:26:00 GMT

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Why no tanks?

Subject: GREAT NEWS AND INFO ON OMAHA!!

Posted by Anonymous on Mon, 05 Aug 2002 12:31:00 GMT

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sorry forget that last post

Subject: GREAT NEWS AND INFO ON OMAHA!!

Posted by Anonymous on Mon, 05 Aug 2002 15:45:00 GMT

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haha nice....i so cannot wait!haha hitman i love you bye