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Subject: Mod Map Night?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:10:00 GMT

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Its ALIVE! ALIVE! Now I have a reason to make maps again! This is the best Birthday present ever! (My B-day is Saturday!) Triforce

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Subject: Mod Map Night?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:31:00 GMT

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quote:Originally posted by Triforce:Its ALIVE! ALIVE! Now I have a reason to make maps again! This is the best Birthday present ever! (My B-day is Saturday!) TriforceHappy B-Day.

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Subject: Mod Map Night?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 15:05:00 GMT

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what new maps will be added to MMN? same time? same place?

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Subject: Mod Map Night?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 19:19:00 GMT

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if there is any new maps, go to download maps at [mmn.cnchq.com](http://mmn.cnchq.com) . Other than that, i'm sure it is the same time. [ January 09, 2003, 19:21: Message edited by: Tiberic ]

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Subject: Mod Map Night?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:37:00 GMT

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since the new patch is out will there be MMN? i sure hope so i miss MMN.

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Subject: Mod Map Night?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:40:00 GMT

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<- I believe this will answer your question. Just incase, then yes, MMN will pwend j00 again.

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Subject: Mod Map Night?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:52:00 GMT

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Yup Mod Map Night is on ONCE AGAIN! w00t

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Subject: Mod Map Night?

Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:26:00 GMT

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Me and the rest of my staff will be coodrinating this friday night; More information then.

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