
Subject: Dante_CTF2 available...
Posted by [Anonymous](#) on Tue, 14 Jan 2003 01:59:00 GMT
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Dante..? Please add me to your MSN iscripters@hotmail.comi had you on my list but all my buddy's were deleted by a hacker (Hacked my MSN back ;p)

Subject: Dante_CTF2 available...
Posted by [Anonymous](#) on Tue, 14 Jan 2003 03:58:00 GMT
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Well, I don't know about "rock" lol

Subject: Dante_CTF2 available...
Posted by [Anonymous](#) on Tue, 14 Jan 2003 07:37:00 GMT
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cool!

Subject: Dante_CTF2 available...
Posted by [Anonymous](#) on Tue, 14 Jan 2003 12:14:00 GMT
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ok, after some arguing, pulling hair, and kicking my computer... i have made the following changes to the 5 CTF maps....PT for GDI contains the following Advanced Infantry:1. Minigunner Officer (750 credits)2. Rocketsoldier Officer (750 credits) 3. Sydney Tib Rifle (1000 credits)GDI Vehicles1. Humvee (1000 credits)PT For Nod contains the following Advanced Inantry:1. Minigunner Officer (750 credits)2. Rocketsoldier Officer (750 credits)3. Chem Warrior (1000 credits)Nod Vehicles1. Buggy (1000 credits)Other Changes...Buildings are indestructable.Download here http://di.wv-unleashed.com/Downloads/Dante_CTF2.zip *Note... if it ain't on the list... you ain't buying it...

Subject: Dante_CTF2 available...
Posted by [Anonymous](#) on Tue, 14 Jan 2003 12:17:00 GMT
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WHOOT! Now its real CTF! Thanks Dante you rock!

Subject: Dante_CTF2 available...
Posted by [Anonymous](#) on Tue, 14 Jan 2003 13:53:00 GMT

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quote:Originally posted by arie546:cool i hope it is on gsa soonGSA SUCKS! WOL 0wns Jaa!!!

Subject: Dante_CTF2 available...

Posted by [Anonymous](#) on Tue, 14 Jan 2003 16:06:00 GMT

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Nope it's a proven fact Dante does rock.I've always wondered why you would play on GSA voluntarily. I've only been on it for Mod chats and for playing mods when WOL wouldn't allow it.

Subject: Dante_CTF2 available...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 00:04:00 GMT

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cool i hope it is on gsa soon
