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Subject: King Of The Hill

Posted by [FynexFox](#) on Sun, 22 Feb 2004 20:07:03 GMT

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ok can i doo this? biug hill splitting the center of the map? gdi on pojne side nod on the the other. there are 2 apcs up there, if nods is destroyed before gdis, gdi wins. if gdis is destroyed first nod wins. much like a King Of The Hill. is this possible? it will be small mp to prevent like gdi being up ther for 15 minutes and nod still coming up. so it will be fast and hard. but fun. thanks if you reply!

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Subject: King Of The Hill

Posted by [Cpo64](#) on Sun, 22 Feb 2004 23:26:33 GMT

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I don't understand

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Subject: King Of The Hill

Posted by [IRON FART](#) on Mon, 23 Feb 2004 06:39:34 GMT

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<http://www.freetranslation.com> comes in usefull sometimes.

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Subject: King Of The Hill

Posted by [Cpo64](#) on Mon, 23 Feb 2004 08:51:45 GMT

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Yeah, but it doesn't translate  
Engich to English... Unfortunatly...

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Subject: King Of The Hill

Posted by [pulverizer](#) on Mon, 23 Feb 2004 11:45:01 GMT

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so uhh... You want to put 2 gdi vehicles on a hill, and 2 nod vehicles on another hill. and then gdi has to destroy the nod vehicles, and nod must try to destroy the gdi vehicles?

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