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Subject: CnR mod plz?

Posted by [zH4ckerx](#) on Mon, 12 Apr 2004 23:23:32 GMT

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the flukeshot server, i wanna mod like that can some1 give me it PLZ!

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Subject: CnR mod plz?

Posted by [tooncy](#) on Tue, 13 Apr 2004 00:46:33 GMT

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I made a C&R conversion of canyon once. I still need to convert it to a .mix though. I can give you the .pkg if you want it.

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Subject: YA!

Posted by [zH4ckerx](#) on Tue, 13 Apr 2004 01:26:37 GMT

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YES PLZ I WANT CnR crap like flukeshot's game ITS FRIKEN AWESOME!

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Subject: CnR mod plz?

Posted by [Aircraftkiller](#) on Tue, 13 Apr 2004 01:55:42 GMT

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Since we're demanding things now, I want you to spell like you're not a six year old on crack cocaine!

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Subject: CnR mod plz?

Posted by [spreegem](#) on Tue, 13 Apr 2004 02:08:10 GMT

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I cna spel vevy wel considring im no on crak!

This Cops and Robbers conversion of Canyon sounds interesting. I hope you can get it exported as a .mix then you can release it to everyone. I would love a CnR map, as long as vehicles and beacons are disabled. I hate having some n00b place a beacon and then it destroys your Barracks or Hand of Nod leaving your team vulnerable to attacks.

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Subject: CnR mod plz?

Posted by [Oblivion165](#) on Tue, 13 Apr 2004 02:09:07 GMT

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yeah post it up

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Subject: CnR mod plz?

Posted by [sniper12345](#) on Tue, 13 Apr 2004 08:29:53 GMT

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does anyone remember Haunted 2? It was an awesome CnR map...I only wish more people would make maps like that. The jails and keycards were a good idea...although there's the problem of the other team getting the opposite keycards.

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Subject: CnR mod plz?

Posted by [jonwil](#) on Tue, 13 Apr 2004 09:02:09 GMT

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There is a solution to the keycard issue, its possible to make a powerup (with a special script) such that it only gives the key to one team (if the other team collects it, they dont get the ability to open the door plus it will respawn on the ground)

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Subject: CnR mod plz?

Posted by [sniper12345](#) on Tue, 13 Apr 2004 11:30:08 GMT

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Yay!

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