
Subject: The KOSs2 mappack: want your map in it?
Posted by [Goztow](#) on Wed, 23 Aug 2006 11:47:13 GMT
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These are the maps currently included in the mappack that The KOSs2 will make available for download as one zip-file soon.



























































This basically are all .mix-files in my own data-folder. I am aware I don't have many of the real new maps. Therefor I ask you which maps you'd like us to add.

The only thing i need is the link to where to download the .mix - file.





























































The download will be available in one week, so please reply before the 1st of september.

File Attachments

1) [ac.png](#), downloaded 469 times

| | |
|---|---|
|  C&C_AD_Gateshead.mix |  C&C_Complex_SB.mix |
|  C&C_Aftermath.mix |  C&C_Compound.mix |
|  C&C_AI_can.mix |  C&C_Conquest_Island.mix |
|  C&C_AI_Garden.mix |  C&C_Conquest_Winter.mix |
|  C&C_Airbase.mix |  C&C_Country_Meadow.mix |
|  C&C_Alpine.mix |  C&C_Country_Side.mix |
|  C&C_Antarctica.mix |  C&C_Cover of Night v1.2.mix |
|  C&C_Area51_DM.mix |  C&C_CrashSite.mix |
|  C&C_Arena.mix |  C&C_CTF_Canyon.mix |
|  C&C_AwpMap.mix |  C&C_CTF_Complex.mix |
|  C&C_Base.mix |  C&C_CTF_Islands.mix |
|  C&C_Base_DM.mix |  C&C_CTF_Map1.mix |
|  C&C_BasinT5.mix |  C&C_CTF_Volcano.mix |
|  C&C_BattleCreek.mix |  C&C_CTF_Walls.mix |
|  C&C_BattleField.mix |  C&C_CTFCY.mix |
|  C&C_Battleground.mix |  C&C_CYTeamDM.mix |
|  C&C_Beach.mix | |
|  C&C_Belagerung.mix | |
|  C&C_BetaV3.mix | |
|  C&C_Big_Walls.mix | |
|  C&C_Bio.mix | |
|  C&C_Bot_Islands.mix | |
|  C&C_BoxedInV4.mix | |
|  C&C_bridge.mix | |
|  C&C_Bridge_The_Gap.mix | |
|  C&C_BunkersT5.mix | |
|  C&C_Cairo.mix | |
|  C&C_Canada_CTF.mix | |
|  C&C_Carnage-Club_Xtreme.mix | |
|  C&C_Caverns.mix | |
|  C&C_Caves.mix | |
|  C&C_Christmas_special.mix | |
|  C&C_City_AI.mix | |
|  C&C_City_Flying_Exp.mix | |
|  C&C_City_Flying_Re.mix | |
|  C&C_Clan420.mix | |
|  C&C_Cliffs.mix | |
|  C&C_CliffsLX.mix | |
|  C&C_Clover.mix | |
|  C&C_Colossus2r1.mix | |
|  C&C_Complex_AI.mix | |
|  C&C_Complex_Revisited.mix | |

2) [dh.png](#), downloaded 460 times

| | |
|--|--|
|  C&C_Damm.mix |  C&C_Gigantomachy.mix |
|  C&C_Damm1.0.mix |  C&C_Glacier_Flying.mix |
|  C&C_Dawn_Patrol.mix |  C&C_GlacierT5.mix |
|  C&C_Dawn_Patrol2.mix |  C&C_Gobi.mix |
|  C&C_Death_Rally.mix |  C&C_Godwana.mix |
|  C&C_Death_Village.mix |  C&C_Golf_Course.mix |
|  C&C_Delta.mix |  C&C_HandDM.mix |
|  C&C_Desert_Seige.mix |  C&C_Hangmans_Canyon.mix |
|  C&C_Desert_Seige2.mix |  C&C_Haunted2.mix |
|  C&C_DesertTunnels.mix |  C&C_HauntedHouse_DM.mix |
|  C&C_Deth_Islands.mix |  C&C_Hell.mix |
|  C&C_Deth_River.mix |  C&C_High_Altitude.mix |
|  C&C_Divergence.mix |  C&C_High_Noon_2.1.mix |
|  C&C_DM_Cambodia.mix |  C&C_High_Noon_2.mix |
|  C&C_DM_Tiberium_Refinery.mix |  C&C_HillBilly_Valley.mix |
|  C&C_DM_Utah.mix |  C&C_Hilly.mix |
|  C&C_DMCenter.mix |  C&C_Hrglss_bots.mix |
|  C&C_DMCenterT5.mix |  C&C_Hybrid_Forest.mix |
|  C&C_DMConYard.mix | |
|  C&C_DMForest.mix | |
|  C&C_Duel_Arena.mix | |
|  C&C_Duel_Death.mix | |
|  C&C_Dueling_Islands.mix | |
|  C&C_Dust.mix | |
|  C&C_Eglin_AFB.mix | |
|  C&C_Egypt.mix | |
|  C&C_EKIsland.mix | |
|  C&C_EVA_Relaunch.mix | |
|  C&C_EXPO.mix | |
|  C&C_Field_AI.mix | |
|  C&C_FieldsRev.mix | |
|  C&C_FieldT5.mix | |
|  C&C_Flight_Deck.mix | |
|  C&C_Flooded.mix | |
|  C&C_Forest_Trail.mix | |
|  C&C_Forgotten_Town.mix | |
|  C&C_Fortress.mix | |
|  C&C_Fortress2k4.mix | |
|  C&C_Frag_City.mix | |
|  C&C_FudPlex.mix | |
|  C&C_Fusion1.mix | |
|  C&C_Garth3.mix | |

3) [ir.png](#), downloaded 458 times

| | |
|----------------------------|---------------------------|
| C&C_Iceworld.mix | C&C_No_Exit_DM.mix |
| C&C_Illusions.mix | C&C_Oasis_Flying.mix |
| C&C_Imbsua isles.mix | C&C_Outpost.mix |
| C&C_Islands_KOTH.mix | C&C_Overlook.mix |
| C&C_IslandsEVOs1.mix | C&C_Overlord.mix |
| C&C_Islandwars.mix | C&C_Pacific.mix |
| C&C_Jungle.Mix | C&C_Paradox_Harbor.mix |
| C&C_Jungle2.Mix | C&C_Pillars_AI.mix |
| C&C_Kanes_Castle_DM.mix | C&C_Pillars_DM.mix |
| C&C_Killer_Cove.mix | C&C_Pillars_Fly.mix |
| C&C_Killer_Cove_v2.mix | C&C_PipeFight_Evolved.mix |
| C&C_L01_Beta.mix | C&C_Plunder_Valley.mix |
| C&C_Land.mix | C&C_Pluthera.mix |
| C&C_Last_Stand.mix | C&C_Port.mix |
| C&C_Lightwave.mix | C&C_Portals.mix |
| C&C_Lightwave2.mix | C&C_Prison_Camp_DM.mix |
| C&C_LittleHillRumble2.mix | C&C_Quick_Draw.mix |
| C&C_Lunar_Landing.mix | C&C_Radiation.mix |
| C&C_Lunar_Landing_Race.mix | C&C_Raid.mix |
| C&C_Lunar2.mix | C&C_Ravine.mix |
| C&C_Mall.mix | C&C_Ribcage_Canyon.mix |
| C&C_Mars.mix | C&C_River_Camp.mix |
| C&C_Marsh_BETA2.mix | C&C_River_Canyon.mix |
| C&C_Meadow.mix | C&C_River_RaidT5.mix |
| C&C_MedicalLevel.mix | C&C_RiverValley.mix |
| C&C_Mesa_AI.mix | C&C_Roleplay.mix |
| C&C_Metro.mix | C&C_RP_Vesuv.mix |
| C&C_Metropolis.mix | C&C_Ruins.mix |
| C&C_MetroT5.mix | C&C_Ruins0X.mix |
| C&C_Militia.mix | |
| C&C_Mineshaft.mix | |
| C&C_MinesT5.mix | |
| C&C_Miracle.mix | |
| C&C_Miracle_2.mix | |
| C&C_Mountain.mix | |
| C&C_Mutant_Lab.mix | |
| C&C_MutationRedux.mix | |
| C&C_Niagra.mix | |
| C&C_Night_Mesa.mix | |
| C&C_Night0X.mix | |
| C&C_Nightclub.mix | |
| C&C_Nightfly2.mix | |

4) [sz.png](#), downloaded 451 times

| | |
|--------------------------------|--------------------------|
| C&C_Sand.mix | C&C_Titanic.mix |
| C&C_Seal_Battle.mix | C&C_Tobruk.mix |
| C&C_SeasideCanyon.mix | C&C_Toy_Box.Mix |
| C&C_SeasideSunset.mix | C&C_Tropics.mix |
| C&C_Secretbase.mix | C&C_TwistedSystem.mix |
| C&C_Sewer1.0.mix | C&C_Under_AI.mix |
| C&C_Sidewinder.mix | C&C_Underpass.mix |
| C&C_Siege.mix | C&C_Uphill.mix |
| C&C_Silent_Dawn.mix | C&C_Urban_Rush.mix |
| C&C_Slash0x_Hideout.mix | C&C_Volc_AI.mix |
| C&C_Sniper_Islands.mix | C&C_Volcano_Flying.mix |
| C&C_Sniper_Islands_weather.mix | C&C_Walls_AI.mix |
| C&C_SniperField.mix | C&C_Walls_Reloaded.mix |
| C&C_Snipers_Canyon.mix | C&C_WasteFacility_DM.mix |
| C&C_Snipers-Revenge.mix | C&C_Wasteland.mix |
| C&C_Snipers-Revenge2.mix | C&C_Wilderness_DM.mix |
| C&C_Sniperwood.mix | C&C_Woodland.mix |
| C&C_Snow.mix | C&C_Worthy_Classic.mix |
| C&C_Snowfight2004.mix | C&C_YSL_Database.mix |
| C&C_Stalingrad.mix | C&C_ZapValley.mix |
| C&C_Storage.mix | |
| C&C_Storm_Walls_Flying.mix | |
| C&C_Strip_Mine.mix | |
| C&C_SunFusion.mix | |
| C&C_Sunken.mix | |
| C&C_Sunken_AI.mix | |
| C&C_Sunken2.mix | |
| C&C_SUSR_Infintry_Wars.mix | |
| C&C_T_Garden.mix | |
| C&C_Tech_City.mix | |
| C&C_Temple_Classic_V2_2.mix | |
| C&C_Temple_DM.mix | |
| C&C_Terrace.mix | |
| C&C_The_Final_Conflict.mix | |
| C&C_Tib_Pit_3.mix | |
| C&C_Tiber_River.mix | |
| C&C_TiberianWars.mix | |
| C&C_Tiberium_Cave.mix | |
| C&C_Tiberium_Pit_2.mix | |
| C&C_Tiberium_Temple.mix | |
| C&C_TiberiumPit.mix | |
| C&C_TiberiumRedux.mix | |