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Subject: C&C Desolute

Posted by [Captkurt](#) on Sun, 22 Jun 2003 03:55:49 GMT

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I think it looks nicer then it will play. Bridge is way to long, only one way into base unless flying. Just not a real opportunistic map, but the practice of mapping is always good. The map is to simple, needs more ways in, for both infantry and vehicles.

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