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Subject: Help with map?

Posted by [Oblivion165](#) on Sat, 10 Apr 2004 16:24:00 GMT

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it looks nice, id like to play it, but nod has the cool cave thing and gdi has a little patch of tiberium, which is right by the entrance and harvesters couble be under attack, whilst the nod's harvester is proctected. Oh and is the underground tunnel the only way to get across? the water ledge seems to high for anything to cross?

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