
Subject: Mod Map Night [FAQ] = READ IT!

Posted by [Anonymous](#) on Wed, 23 Oct 2002 15:23:00 GMT

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Once AGAIN, CnC HQ.com will be hosting Mod Map Night. Saturdays @ 7 PM Eastern. Here's some stats... The Following Maps WILL be in the Playlist:~ C&C_Glacier_Flying.mix~ C&C_Carnage-Club_Xtreme.mix~ C&C_Eglin_AFB.mix~ C&C_DMCenter.mix~ C&C_Caverns.mix~ C&C_Lunar_Landing.mix~ C&C_Hangmans_Canyon.mix~ C&C_Secretbase.mix You can download all of these maps at: <http://www.cnchq.com> Now, for the server stats:~> Host Name: cnchqcom9~> # Of Players: About 28
FAQ:Q: How Do I get my map into the list?A: E-mail me webmaster@cnchq.com
Q: How many people do you usually get?A: Since we are the only server, that has a Mod Map Night every saturday with so many players. Our server is usually packed. Get there early
Q: What can I do to help you out, Its a really good idea...A: Tell as many people as you can. We want to keep growing. If he have a GREAT connection, anything that can host more then 28 players, you can e-mail me, webmaster@cnchq.com.
Q: Why at 7 PM Eastern?A: We can't have a time thats perfect for everyone, but this time is when most people are on.
Q: How long is the server up?A: Until there is 0 players in it.
Special Thanks to...~ DOM_TreyD, for hosting the server for us.~ Dante, Blazer, & Crimson For BlazeRegulate~ Aircraftkiller, Falconxl, Skint, and the rest of the map makers!~ All My forum Members ~ All the visitors to CnC HQ.com, Anyone that has ever been in the server. [October 23, 2002, 15:24: Message edited by: Beanyhead]
