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Subject: lights on vehicle (conquest winter)

Posted by [Titan1x77](#) on Fri, 18 Apr 2003 04:31:41 GMT

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i dont think its the size ...its the Base Defenses....you can make a rush by the inside wall but you get hit 2-3 times before you reach the OB/AGT or Comm center.

Take out that wall blocking and maybe it will open up the gameplay.

Or even angle the base defenses back a bit.

Nice looking map...but you need to design the level for better gameplay

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