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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.

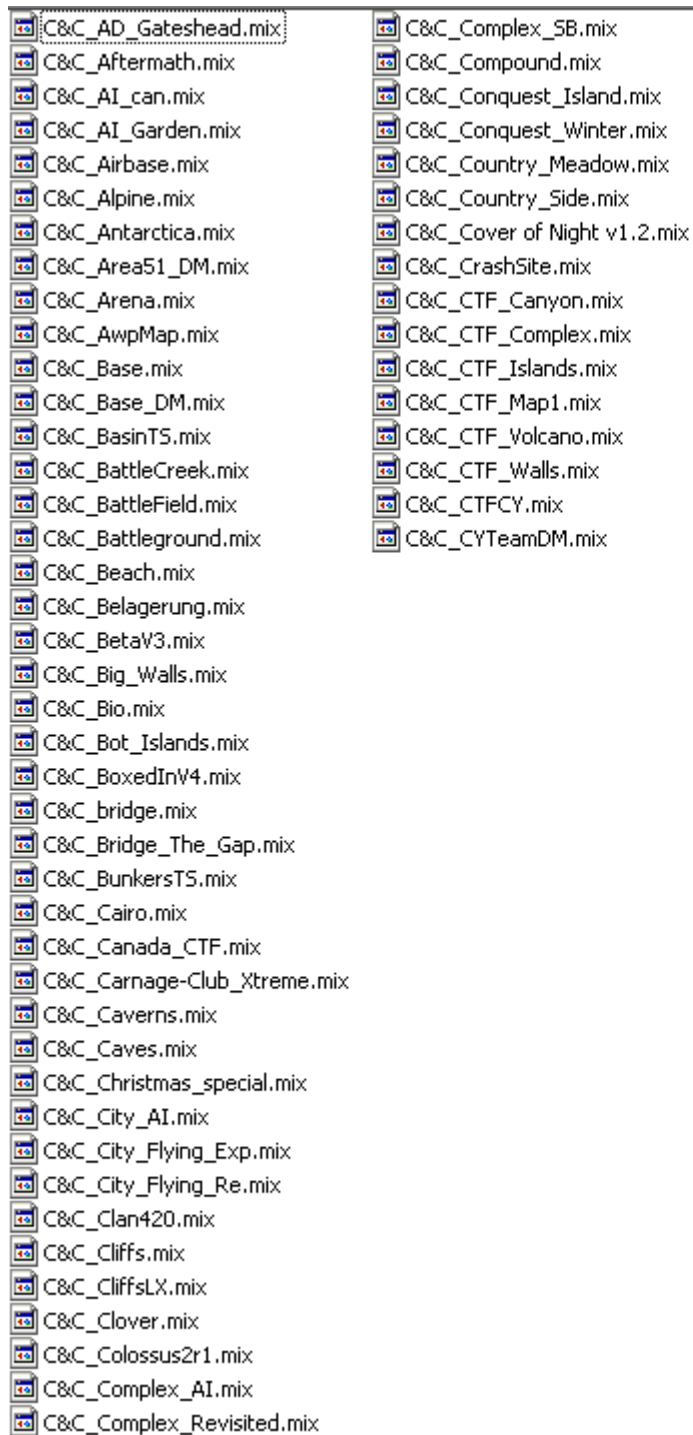
The only thing i need is the link to where to download the .mix - file.

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

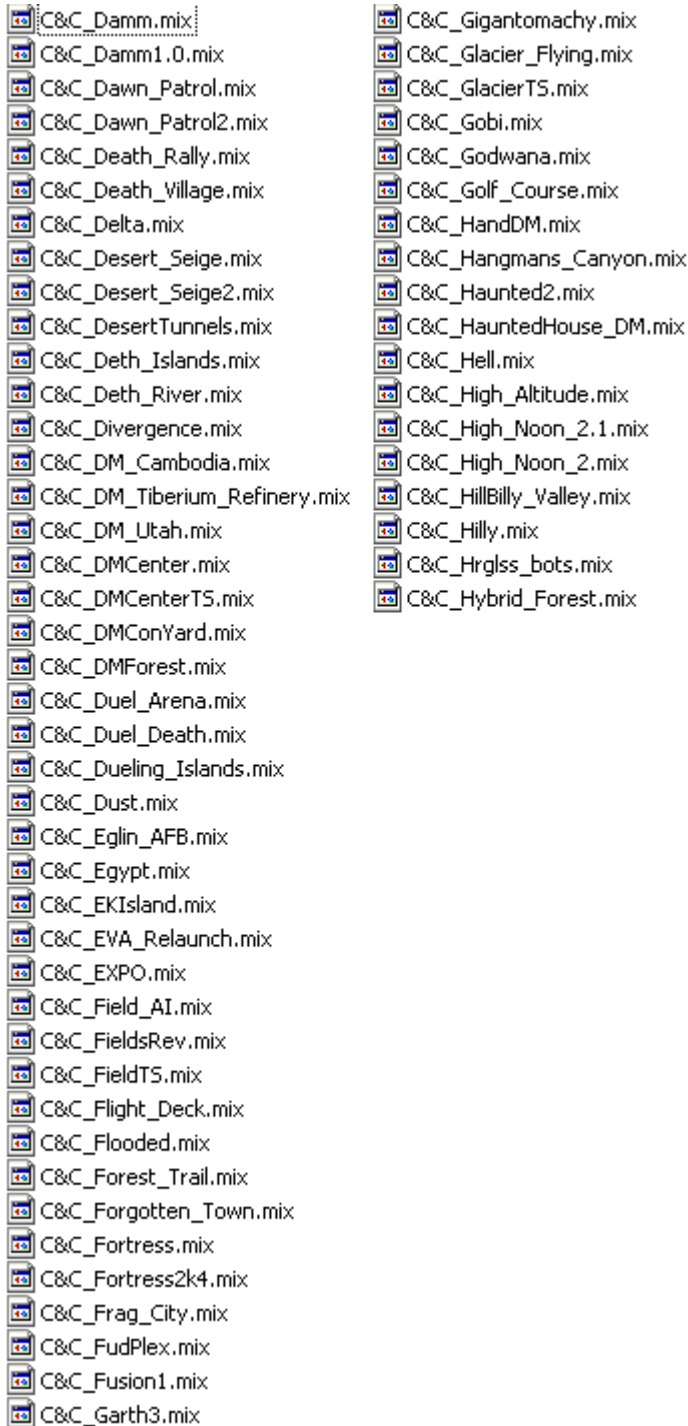
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## File Attachments

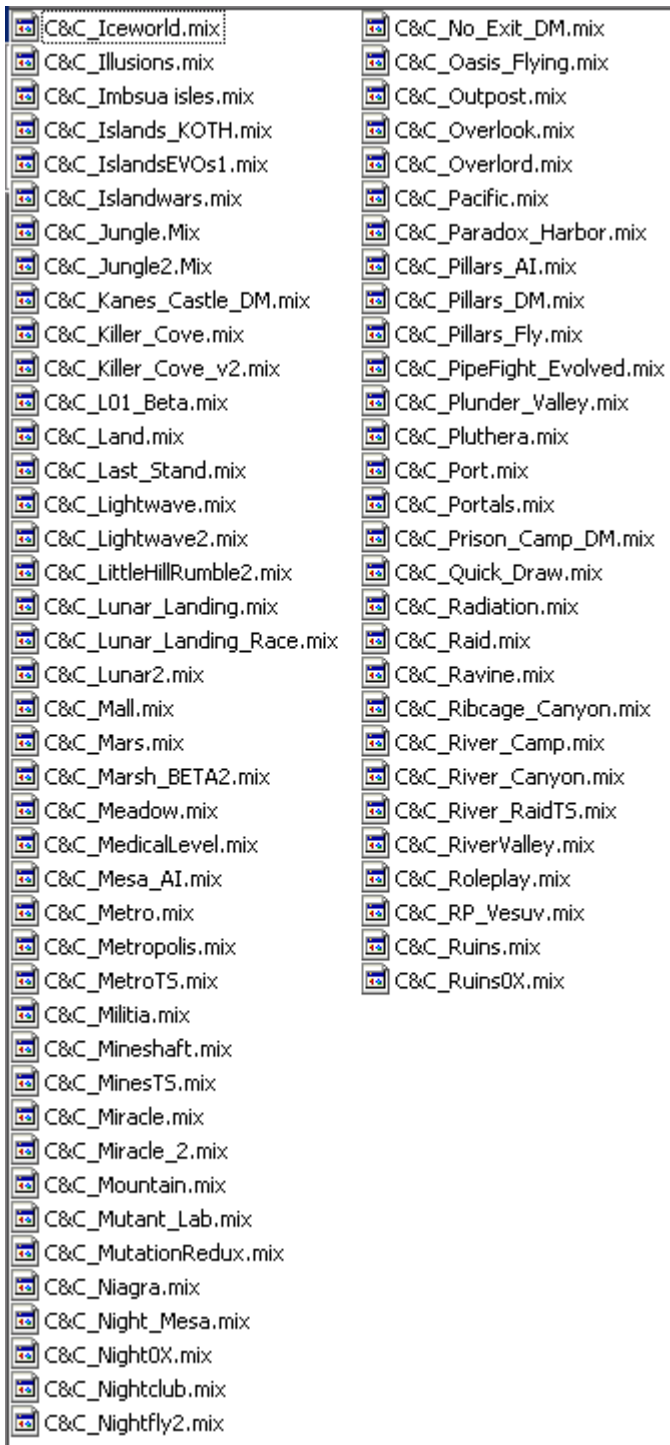
1) [ac.png](#), downloaded 622 times



2) [dh.png](#), downloaded 614 times



3) [ir.png](#), downloaded 618 times



4) [sz.png](#), downloaded 605 times

- C&C\_Sand.mix
- C&C\_Seal\_Battle.mix
- C&C\_SeasideCanyon.mix
- C&C\_SeasideSunset.mix
- C&C\_Secretbase.mix
- C&C\_Sewer1.0.mix
- C&C\_Sidewinder.mix
- C&C\_Siege.mix
- C&C\_Silent\_Dawn.mix
- C&C\_Slash0x\_Hideout.mix
- C&C\_Sniper\_Islands.mix
- C&C\_Sniper\_Islands\_weather.mix
- C&C\_SniperField.mix
- C&C\_Snipers\_Canyon.mix
- C&C\_Snipers-Revenge.mix
- C&C\_Snipers-Revenge2.mix
- C&C\_Sniperwood.mix
- C&C\_Snow.mix
- C&C\_Snowfight2004.mix
- C&C\_Stalingrad.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
- C&C\_Titanic.mix
- C&C\_Tobruk.mix
- C&C\_Toy\_Box.Mix
- C&C\_Tropics.mix
- C&C\_TwistedSystem.mix
- C&C\_Under\_AI.mix
- C&C\_Underpass.mix
- C&C\_Uphill.mix
- C&C\_Urban\_Rush.mix
- C&C\_Volc\_AI.mix
- C&C\_Volcano\_Flying.mix
- C&C\_Walls\_AI.mix
- C&C\_Walls\_Reloaded.mix
- C&C\_WasteFacility\_DM.mix
- C&C\_Wasteland.mix
- C&C\_Wilderness\_DM.mix
- C&C\_Woodland.mix
- C&C\_Worthy\_Classic.mix
- C&C\_YSL\_Database.mix
- C&C\_ZapValley.mix