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Subject: C&C Desolute

Posted by [Falconxl](#) on Sun, 22 Jun 2003 13:00:39 GMT

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Spend some time working on the map, its a good concept it just need refinement. The valley might have been a better set up because you could have the bridge and then routes below to get to the bases. What you could try is maybe like you said a tunnel, also a sub level to the bridge, i.e. Oakland Bay Bridge.

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