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Subject: C&C Desolute

Posted by [Khadman](#) on Tue, 24 Jun 2003 01:17:16 GMT

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Thats a nice map I was thinking of putting back ramps on the islands but decided to make a substructure walkway under the bridge that broke into 4 paths that would eventually have tunnels that come out in key spots on the islands. I think it will have the same effect on adding to the gameplay and concentrate the gameplay better.

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