
Subject: Re: [Map Replacement] C&C_Islands
Posted by [Scrin](#) on Thu, 21 May 2009 03:53:07 GMT
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Gen_Blackx wrote on Wed, 20 May 2009 20:34thanks , will add diehard tunnels after I find a good way to add them without messing my map up.
cool, and pls, the grass is too big
