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Subject: Re: City map design

Posted by [Hypnos](#) on Tue, 15 Feb 2011 06:55:29 GMT

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I've only ever rushed with flamers on City\_Flying in public servers, and I've succeeded 98% of the time.

It's so unexpected, and by the time you have flamers going over the bridge, GDI are trying to out buy one another to realise there is three or four rolling down towards their refinery.

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