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Subject: C&C\_Bio Testing

Posted by [maytridy](#) on Wed, 17 Sep 2003 21:53:31 GMT

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Very nice work man.

The GDI base needs some more cool stuff, like those caves in the Nod base.

Also, I fell into that kickass mutant thingy, but i didn't die. You should put a kill zone in it.

Really cool map, can't wait till it comes out.

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