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Subject: C&C\_Dusk Skirmish!

Posted by [Spike](#) on Tue, 11 Nov 2003 01:59:20 GMT

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The main reason for the delay of this map is figuring out the cinematics, but in the meantime im still looking for ways to improve the map - i saw a few comments last time that there wasnt enough weapons and things like that. I'll work on any good suggestions as long as i get them .

~ Spike

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