
Subject: C&C_Blind, Three DM maps
Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:23:00 GMT
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t's a simple concept, but it's fun

Subject: C&C_Blind, Three DM maps
Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:25:00 GMT
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Subject: C&C_Blind, Three DM maps
Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:53:00 GMT
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Low visibility deathmatch? Sounds interesting. Curious to see how it works out in a big game.
Downloading now.

Subject: C&C_Blind, Three DM maps
Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:58:00 GMT
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hmm...i had the idea a month ago, my one is named c&c_dm_snowstorm, but i haven'T released it for public yet

Subject: C&C_Blind, Three DM maps
Posted by [Anonymous](#) on Sat, 08 Feb 2003 10:14:00 GMT
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Got fog? Looks interesting...

Subject: C&C_Blind, Three DM maps
Posted by [Anonymous](#) on Sat, 08 Feb 2003 11:29:00 GMT
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Yeah, it is interesting The only thing I don't like, though, is that player names show up through the fog, so you don't really have the element of surprise I was going for. You can always turn them off in your options if you want to, but then you're at a disadvantage compared to other players

Subject: C&C_Blind, Three DM maps
Posted by [Anonymous](#) on Sun, 09 Feb 2003 00:26:00 GMT
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Nice taximes, yours came out better then mine....A long time ago i made a map know as "Snowy_DM" It was a small level and i set the fog close you you would have to rely on sound a senses... Not many people agreed with my idea, so in the next edition i was forced to take out the heavy fog. But your map looks better, you got it just right. nice job!! got a proplem with your flag btw, The nod one won't let me move once i pick it up....

Subject: C&C_Blind, Three DM maps
Posted by [Anonymous](#) on Sun, 09 Feb 2003 00:54:00 GMT
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Sorry, I didn't know anyone else had made something like it :S Did you get the newer flag? I thought that was a problem with the old one, I released a second version. [February 08, 2003, 12:55: Message edited by: Taximes]
