
Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Nightma12](#) on Mon, 27 Oct 2003 21:07:26 GMT
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RELEASED

http://www.all-out.co.uk/C&C_Walls_Reloaded_V3.0.zip

Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Deafwasp](#) on Mon, 27 Oct 2003 22:25:15 GMT
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gotta have screens.

Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Ferahgo](#) on Mon, 27 Oct 2003 22:32:39 GMT
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The first walls reloaded sucked.

Why is this one any better?

Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Jaspah](#) on Mon, 27 Oct 2003 22:35:14 GMT
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Not sure...

Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Cpo64](#) on Tue, 28 Oct 2003 07:30:17 GMT
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(edit:I cleaned up my server, and deleted the pic)

Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Deafwasp](#) on Tue, 28 Oct 2003 11:26:32 GMT
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lol, you just added light base defenses..... 3 sam sites each base and 2 turrets for nod, 2 gaurd towers for GDI. and you sunk them into the ground so there is a brown shingle roof of the gaurd

tower just sitting on the ground.

I thought there were big changes. But it is a little better than the original Walls... But I dunno. I would have to play it online, which I have yet to do.

I think its funny that this is Version 3.

Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Nightma12](#) on Tue, 28 Oct 2003 15:25:23 GMT
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FerhagoThe first walls reloaded sucked.

Why is this one any better?

fixed all those crappy VIS errors

Quote:lol, you just added light base defenses..... 3 sam sites each base and 2 turrets for nod, 2 gaurd towers for GDI. and you sunk them into the ground so there is a brown shingle roof of the gaurd tower just sitting on the ground.

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I think its funny that this is Version 3.

read the readme Itos fo changes now isnt there

Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [Nightma12](#) on Wed, 29 Oct 2003 20:53:40 GMT
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bump

Subject: C&C_Walls_Reloaded.mix V3.0
Posted by [flyingfox](#) on Thu, 30 Oct 2003 21:07:34 GMT
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Fix y0 spelling a little.

And the maps pretty good, just has a few problems.
