
Subject: Mod Map Night | Fan Map Night is back.
Posted by [Vitaminous](#) on Thu, 11 Dec 2003 01:04:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

With the authorization of Beanyhead, I'm the new host of the Fan Map night.

[I'm still unsure about the date...Will it start this week or next week? Depends on when I'll be ready.)

There's a catch tho...You have to decide when and what maps will be used for the next three weeks.

[THE DAY] Friday, Saturday or Sunday.

[MAPS FOR ROTATION]

[list]

- A) 1.C&C DMCenter 2.C&C HandDM 3. C&C Terrace
- B) 1.C&C DMConyard 2.C&C Urban Rush 3.C&C Volcano Flying
- C) 1.C&C Carnage Club Xtreme 2.C&C Oasis Flying
3.C&C Ravine
- D) 1.C&C BasinTS 2.C&C Nightmare
3.C&C Tobruk
- E) 1.C&C Beach 2.C&C Duel Death 3.C&C SeasideSunset
- F) 1.C&C Conquest Winter 2.C&C Port 3.C&C MinesTS
- G) 1.C&C FieldTS. 2.C&C FieldTS 3.C&C FieldTS [There's no mistake, I want field TS in for Lynne, our fallen sister.]
- H) 1.C&C Golf Course 2.C&C Sand 3.C&C Radiation
- I) 1.C&C Metropolis
2.C&C Tiberium Temple 3.C&C Sewer 1.0
- J) 1.C&C MetroTS 2.C&C Ruins
3.C&C River RaidTS

[/list:u]

Voting goes like this...(For maps)

Quote:Day: Friday, Saturday or Sunday

First Week:

- A)1, 2 or 3
- B)1, 2 or 3
- C)1, 2 or 3 etc.

Second Week:

- A)1, 2 or 3
- B)1, 2 or 3
- C)1, 2 or 3 etc.

Third Week:

A)1, 2 or 3

B)1, 2 or 3

C)1, 2 or 3 etc.

Cast your votes!

Subject: Mod Map Night | Fan Map Night is back.
Posted by [England](#) on Thu, 11 Dec 2003 01:10:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Too lazy to vote, just shove them all in!

Subject: Mod Map Night | Fan Map Night is back.
Posted by [Jaspah](#) on Thu, 11 Dec 2003 01:34:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

I wanna see C&C Duel Death in action.

Subject: Mod Map Night | Fan Map Night is back.
Posted by [Vitaminous](#) on Thu, 11 Dec 2003 01:36:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

j4S[p]I wanna see C&C Duel Death in action.

Vote Normally.

Subject: Mod Map Night | Fan Map Night is back.
Posted by [Slicer_238](#) on Thu, 11 Dec 2003 02:30:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just put the whole lot in and make us happy.

Subject: Mod Map Night | Fan Map Night is back.
Posted by [DaveGMM](#) on Thu, 11 Dec 2003 23:32:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

No CAVERNS?

Well, I shall certainly not be playing. Caverns was a tradition!

A TRADITION DAMNIT!

Subject: Mod Map Night | Fan Map Night is back.
Posted by [General Havoc](#) on Thu, 11 Dec 2003 23:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cavers is one of those "OMG! What a piece of crap" maps that everyone plays anyway for the hell of it. The siniping part on top of the waterfall is normally some fun though.

If your bored you should play C&C_Afghanistan for a joke

Subject: Mod Map Night | Fan Map Night is back.
Posted by [OrcaPilot26](#) on Fri, 12 Dec 2003 00:37:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try C&C Airbase once I release it. May also be able to get some feedback for a new version.

Subject: Mod Map Night | Fan Map Night is back.
Posted by [Ferhago](#) on Fri, 12 Dec 2003 00:54:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Release it now or I will beset 346 rabid chihuahuas of doom upon you!!!

Subject: Mod Map Night | Fan Map Night is back.
Posted by [Vitaminous](#) on Sat, 13 Dec 2003 02:00:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

OrcaPilot26Try C&C Airbase once I release it. May also be able to get some feedback for a new version.

You know what? Get it done by next week and it will be on the rotation.
