
Subject: C&C_Lost

Posted by [Genocide](#) on Mon, 19 Jan 2004 00:15:09 GMT

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This is the first map ive made in a long time.

Theme: Desolate Desert

Game play Mode: Team Death Match

Map Size: Small

Creator: Genocide (cncgenocide@aol.com)

Fight it out.

Preview Screenshots (Note these are the screenshots with my AI Version, there is no AI in the downloadable version):

Download:

http://tgnetwk.com/~gen0cide/C&C_Lost.zip

Subject: C&C_Lost

Posted by [Deafwasp](#) on Mon, 19 Jan 2004 00:29:49 GMT

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hmmmm..... Awfully small. Is there more to this map?

Subject: C&C_Lost

Posted by [Genocide](#) on Mon, 19 Jan 2004 00:36:03 GMT

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Nope , no more. Its based on strategy , Use the rocks to hide etc, without anyone playing with u, its no fun.

Subject: C&C_Lost
Posted by [Deafwasp](#) on Mon, 19 Jan 2004 01:38:42 GMT
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o.....okay...

Subject: C&C_Lost
Posted by [spreegem](#) on Mon, 19 Jan 2004 02:37:27 GMT
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Subject: C&C_Lost
Posted by [Genocide](#) on Mon, 19 Jan 2004 02:43:05 GMT
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Sure..

Subject: C&C_Lost
Posted by [drunkill](#) on Tue, 20 Jan 2004 00:36:34 GMT
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from what i've seen theres no coppers, if there arnt add the 2 crashed coppers...you could hide inthem or behind them. because thats the story lol. GJ

Subject: C&C_Lost
Posted by [Genocide](#) on Tue, 20 Jan 2004 01:19:00 GMT
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There are choppers.

Subject: C&C_Lost
Posted by [kn0wn](#) on Fri, 23 Jan 2004 10:51:37 GMT
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It's alright, I don't mind it.
