

**COUNTER-STRIKE 2D**  
**CS\_THUNDER**  
**English/German**





















Designed by: Half-Pint

German Translation: [IB]Dachande

Revision Date: January 17th, 2001.

Questions? Comments, email me at:  
 cs2d@home.com  
<http://csnation.counter-strike.net/cs2d>

**LEGEND / LEGENDE**

- |   |  |  |  |
|---|--|--|--|
|  Level -1          |  Counter-Terrorists / Counter-Terroristen |  Vent / Gitter  |  Rescue Point |
|  Level 1           |  Terrorists / Terroristen                 |  Railing / Maschendrahtzaun   |  Camera LOS   |
|  Level 2           |  Sniper LOS / Sniper Sichtlinien         |  Cameras / Kamera   |  |
|  Level 3           |  Incline or Stairs / Schräge oder Stufen |  Use as steps, minimal cover /<br>Können als Stufen benutzt werden, geringer Schutz |  |
|  Ladders / Leitern |  Closed Door / Geschlossene Tür          |  Full Cover if crouched /<br>Komplett geschützt wenn geduckt                        |  |
|  Hostage / Geiseln |  Breakable Glass / Glas                  |  Full Cover / Komplett geschützt  |  |

