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Subject: Proximity Mines

Posted by [Anonymous](#) on Wed, 08 May 2002 20:39:00 GMT

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This is not a mistake. As Kab0om420 said about how it will not be fun if the whole base was mined. It is good that there is a 30 mine limit for each hotwire/technician, and a team limit as well. So this is not a problem guys it's part of the game and it's a good thing they have that. The lag though, is a problem. Later.

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