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Subject: Can script zones make script zones? >=)  
Posted by [Anonymous](#) on Wed, 04 Dec 2002 14:16:00 GMT  
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I just thought of an idea about having a random beacon zone and lots of beacon pedestals for a quite enjoyable Deathmatch experience. Wouldn't that be great if there was no base defenses and the other team can't win because they don't know which pedestal is the right one?! I don't think so either, but I just want to know the answer.

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