
Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 15:09:00 GMT

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Also you should make it one beacon place , have a tower you can sniper from on the upper level(so that you can get some hieght), also have the water have depth, and have Nod pt's closer to the ped position, so you can change class, also maybe some weapon spawn's , but it is a good map , it was fun when we play'd , it's a change of pace, these are just some suggestions
