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Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:37:00 GMT

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Yeah, I might allow Nod to counter attack and beacon the Carrier. Not sure, I'm thinking of doing one update do fix the few things bothering me, like the fact that I totally left out the wind sounds, I had put them in, but opened the wrong version and totally forgot. Same thing with the vehicle wall in the water and the Gunboats. Also thinking about allowing Nod to place beacon on Carrier to win.

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