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Subject: Insane crazy (fun) mod idea (roofgnomes)  
Posted by [Anonymous](#) on Fri, 24 May 2002 08:20:00 GMT  
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i just had a quite important thought.Does anyone who would help us know how to put all the new things into a map and then into a mod package??but we still need new units (a few) new buildings (a few) and a terrianso it may still take quite awhile.

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