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Subject: coop

Posted by [dead6re](#) on Thu, 08 Jul 2004 11:17:41 GMT

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I know, but i think i can make a few scripts that will server as objectives!

1. Objective star at pedestal
2. MSG chat what objective is on each map
- 3 All guns appear on map, kills or pickups!

And i have a few others that i wont meation so no1 can steal them

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