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Subject: Silent Night...

Posted by [Fabian](#) on Mon, 05 May 2003 02:30:57 GMT

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its pretty much done, but i need someone with good renx skills.

like when i put in the bases, i need to be able to alter the terrain to prevent base to base, or the obelisk hitting you when your no where near it.

if you remain my only option, you obviously get it though

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