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Subject: Re: Empires

Posted by [bigwig992](#) on Sun, 05 Mar 2006 00:49:42 GMT

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Ehh, the fears of a terrible vehicle net code within the source engine have been realized. I timed out 3 times connecting to a server, and when I finally got in one, I couldn't play because I lagged too bad. But I played by myself and it seemed like a really fun concept, a patch should make everything right.

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