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Subject: Re: Player visceroids?

Posted by [bisen11](#) on Sat, 29 Jul 2006 03:09:11 GMT

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I think what usually must happen is the visceroid is too fat of a character so that when people buy it from a pct or something they will get stuck to it or if they are near a wall. I've used the character buy zones before to make people visceroids and they've worked.

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