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Subject: A quick solution for new maps

Posted by [Imdgr8one](#) on Wed, 21 May 2003 18:01:44 GMT

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If you run a server, write in the MOTD renmaps.com to get maps, and then throw in a map at a time(maybe 2). Judging by the Pits, whenever a new game starts, and they don't have the map, they go get it, and come back. This can slowly gain population in maps.

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