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Subject: Re: LAN games with bots  
Posted by [Senrai](#) on Sun, 10 Jun 2007 17:54:08 GMT  
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Senrai wrote on Sun, 10 June 2007 11:56l think that, with a little improvement on waypoints and such, the "multiplayer practice" map simulates it pretty decent.

Could you get them to attack buildings? Anyways, another map like the practice one, but bigger with more space and backdoors into bases and such, would be heaven.

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