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Subject: Re: Random Explosion  
Posted by [Slave](#) on Tue, 07 Aug 2007 23:24:09 GMT  
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A random something I had in mind, non server side.

Create a spawner that spawns an invisible object.  
Get the object to self destruct somehow.  
Give it an explosion of choice.

Link up a few spawners with Ctrl+P, and spread them over the map.

Either that, or I'm an idiot.

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