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Subject: Re: Not much has changed?

Posted by [CarrierII](#) on Fri, 09 Nov 2007 17:16:03 GMT

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Blazer wrote on Fri, 09 November 2007 16:122 players using the refinery wall glitch is "teamwork"?

Beats arty or MRLS whoring. To get away with a wall jump in a large public server is pretty difficult, too.

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