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Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [liquidv2](#) on Fri, 08 May 2009 03:20:49 GMT

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Saberhawk wrote on Wed, 06 May 2009 20:33A new (optional) gamemode where everybody is a pleco that fires live nuclear strike beacons is definitely possible to code; that doesn't that we are going to do it.

why the fuck not

that would be the best crate ever

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