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Subject: request: Hourglass2 - danpaul?

Posted by [Spoony](#) on Thu, 26 Nov 2009 16:17:18 GMT

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it seems like a good idea to verify what will happen to the hourglass hill with the altitude bug fixed there too.

hourglass is never played in clangames so it is not as pressing an issue as the mesa deadzones but i may as well find out how hourglass will be affected, in advance of scripts 4.0 or TT patch.

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