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Subject: HELP!!!!

Posted by [-Tech-](#) on Sat, 23 Aug 2003 00:21:21 GMT

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There have been many instances of triggers not working properly in that level for one reason or another. Re-start the level is all I can suggest. Make sure you don't go through any keycard-doors when they open for an enemy, that tends to screw things up... take your time when in sight of your objectives... thats about all I can offer.

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