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Subject: Re: [MapPack-Marathon]-4.0- server online  
Posted by [Aircraftkiller](#) on Sat, 10 Mar 2012 22:55:46 GMT  
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That isn't always the fault of the design. It usually has a lot more to do with the fact that people aren't as familiar with new work as they are with stuff they've played for, you know, an average of two years or more.

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