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Subject: Map idea (with a dam)!

Posted by [Majiin Vegeta](#) on Thu, 20 Nov 2003 04:34:13 GMT

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hmm.. defending will be a bit hard.. esp the distance...

maybe you can add some teleporters.. if you can get them working.. in middle of each base

sounds greats.. working lifts? slow them down a bit so it dont lag

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