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Subject: Ack, I hear you have a problem w/people using your maps?

Posted by [Alkaline](#) on Sun, 28 Dec 2003 22:58:02 GMT

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the problem with fieldts is the elevators and 2 stories... and the friggin tunnels... same goes for MinesTS, people get stuck in elevators. if they were replaces with stairs/ramps that would be good. Also, minesTs would have been better if it had base defense, so could bunkersTS.

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