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Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Thu, 18 Mar 2004 01:35:24 GMT

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ok thats a good trick.

ok lets talk script zones, i was looking at the single player levels. and they dont use this system, but is there a way that whatever team reaches a script zone, or object first, that team wins?

i thought that each pod could represent the flag on capture the flag, and when they would cross the finish line it would see that the flag was captured.

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