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Subject: Working sounds/poke events in MP. I am 1337!  
Posted by [Deactivated](#) on Fri, 28 May 2004 16:04:37 GMT  
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Majiin Vegetanot the building annoucemnts AHH!!!!

Awesome... I was trying to solve this by creating dummy objects that self-destruct and then respawn and play the twiddler.

"Do you know someone who would make a positive addition to the Brotherhood?  
Now they can enlist online at <http://www.Brotherhoodrecruitment.Nod>"  
"Workers found loitering in this area will be terminated"

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