
Subject: Old ideas....

Posted by [Scythar](#) on Sat, 12 Jun 2004 16:22:27 GMT

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Try_leeWasn't that how the power plant was originally going to work too, with purchases taking longer once it was destroyed? Instead we get some poopy pay more thing.

Vehicle purchases DO take more time when the powerplant is destroyed. The harvester also unloads its cargo a lot slower.
