
Subject: The should have a construction yard
Posted by [Anonymous](#) on Wed, 24 Apr 2002 07:55:00 GMT
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You could pay like 2000 3000 dollars to build another building but you have to be and engineer and go over there and hold on your repiar gun and then bang you got anthor gdi or nod base object and if you you were nod and you blow up a gdi power plant gdi can build another one

Subject: The should have a construction yard
Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:16:00 GMT
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Subject: The should have a construction yard
Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:18:00 GMT
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That would invovle Scripting and lots of time to get it to work

Subject: The should have a construction yard
Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:21:00 GMT
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the con yard already has a use in multi play that could make a lot harder to defend a base if it's

Subject: The should have a construction yard
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:26:00 GMT
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Im working on it... ok?

Subject: The should have a construction yard
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:59:00 GMT
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gREAT HAVOC MAN please give me the map when done my thing is
master_slim2000@yahoo.com
