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Subject: Proximity Mines

Posted by [Anonymous](#) on Thu, 09 May 2002 20:07:00 GMT

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The flaw is that when you set new mines, the old ones disappear. What usually happens is that some eager beaver wet-behind-the-ears tech throws them all at the front of the base. Meanwhile, all the mines set in the tunnels go up in smoke. Then a stealth black hand comes with a beacon and B00M, up goes your power plant. This is a flaw of the game, along with the set beacon and quit trick and the lag.

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