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Subject: Ok whats the deal with the AI

Posted by [Anonymous](#) on Wed, 06 Mar 2002 22:04:00 GMT

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Sort of like, stop points where they stop at areas and you go up to them and press "e" and they ask if its clear up ahead and you then have to press "y" or "n" which gives you time to maintain a secure perimeter?Ya.. that sounds like it would have been cool

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