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Subject: Infantry Waypoints?

Posted by [Anonymous](#) on Thu, 12 Dec 2002 04:57:00 GMT

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It..worked! It was all my fault too. I was a complete idiot. I forgot to change the waypoints preferences. Opps . But now i need to know how to make a script zone where...if the mutants enter it, the game is over. Any idea on how to set a script for the 3rd party?

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