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Subject: New Conquest Island screens

Posted by [Anonymous](#) on Tue, 01 Oct 2002 20:44:00 GMT

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i have a question: How did u make the radar desactivated when the comunication center get destroy?a special script? Default stuff when the communication center is destroyed?And also Cool map [ October 01, 2002, 20:45: Message edited by: Francois ]

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