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Subject: Renegade Alert Missile Sub

Posted by [KIRBY098](#) on Wed, 07 Jul 2004 13:47:06 GMT

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Your assumptions don't equate with the reality of the situation here.

It's a design flaw for BASIC submarine design. And I didn't say it was stupid. It is a part of the game, so you had to make it work the way the engine would let you. I understand that.

Personally, I would have designed something that was more hydrodynamic.

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