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Subject: ACK could you please revel the mystery of Gobi & Sand???

Posted by [StoneRook](#) on Mon, 14 Apr 2003 18:19:05 GMT

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I believe they also said something about the multi-level buildings being too large to have effective MP play.

imagine running down to the MCT in the Nod SP PP? yikes....

"Ion Sat incoming...." 4.3.2.1.....

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