
Subject: Re: The Top of the Hand Of Nod
Posted by [Naamloos](#) on Fri, 03 Jun 2005 09:32:15 GMT
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I loved playing the "spy/assasin" in those maps with tunnels connected to building interiors, i could keep it up a very long time as i always kept moving and killing people there since they didn't suspect anyone hiding in their own base
