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Subject: Re: LOL...UN

Posted by [Dover](#) on Thu, 06 Jul 2006 02:58:38 GMT

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The UN server has two MAJOR flaws in it.

1: No end of lag if there are more than 10 people playing.

2: A "No 'cussing' policy", which has to be the stupidest most juvenile rule to be thought up.

If they weren't practically the only server to play fanmaps, I wouldn't bother with it.

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