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Subject: Re: Modifying original single player levels?  
Posted by [Broadus](#) on Fri, 13 Oct 2006 22:17:58 GMT  
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I meant the characters in the levels. Like, maybe I want to add more GDI buddies for the player, or more enemies. I think the single player game could use some big battles between GDI and Nod, like on the very first level.

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