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Subject: Re: revive a building?

Posted by [Renx](#) on Fri, 02 Feb 2007 19:32:44 GMT

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There are two types of power are there not? Individual building power and overall base power. The base power controls what doubles the cost and refinery credits, the individual building power just controls the lights. I don't think either of them have anything to do with whether or not you can buy characters/vehicles.

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