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Subject: Re: Roleplay 2 Coming Soon (Update Pics)  
Posted by [GEORGE ZIMMER](#) on Thu, 08 Mar 2007 03:48:41 GMT  
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Yup

Which is why it's a ton o fun to have the grav gun and flip people around.

One problem I noticed during internal beta testing, is that they don't go that high up. I think it's because they're too heavy. But I don't know if that's what it is. If it is, could you make them lighter?  
Kthx.

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