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Subject: Maybe a blue hell solution?

Posted by [Viking](#) on Thu, 07 Jun 2007 07:39:02 GMT

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I was thinking, you could make say... a HUGE script zone that take up the entire map. Than put a script on it, the script will than be triggered when someone leaves the script zone (enters blue hell) and it than teleports said person to a location. (to their base?)

Posted here too.

<http://www.apathbeyond.com/forum/index.php?showtopic=13322>

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