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Subject: Re: Intro + Some Questions

Posted by [GEORGE ZIMMER](#) on Thu, 02 Oct 2008 12:45:47 GMT

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Hunt the player makes them follow then nearest player, and as far as I know, they won't stop until either the person dies, or they die.

As for the hovercraft, I don't entirely know how to get it to work, but chances are likely you'd need to mess with alot of the physics settings and the transition settings.

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