
Subject: Re: [FULL Release] CoopBeta 3.00
Posted by [zunnie](#) on Fri, 31 Jul 2009 08:39:11 GMT
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I have always disabled Havocs, Sidneys and Mobiuses on Coop.
They are way too powerful against bots, bots are kind of dumb and walk
in a straight line etc. Maybe ill put one or two powerups for them..
