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Subject: Re: CO-OP maps

Posted by [GEORGE ZIMMER](#) on Thu, 22 Oct 2009 22:25:14 GMT

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For one, don't just have it be M13 alone... you'll need to do heavy editing to make it playable.

Two, if you're gonna do any co-op stuff, do something original please. There are plenty of unique things for co-op already, so be sure yours isn't just a shitty knock off. Do something good with it.

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