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Subject: Re: Tunnel Beacons

Posted by [EvilWhiteDragon](#) on Wed, 19 Jan 2011 09:28:48 GMT

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halo2pac wrote on Wed, 19 January 2011 00:28If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.  
Blue hell is a strategy now?

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