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Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [Starbuzz](#) on Sun, 02 Oct 2011 20:22:24 GMT

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Is this related to a map problem? The characters become invisible on this part of the tunnel on Volcano. Thought I would post it.

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### File Attachments

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1) [Screenshot.151.jpg](#), downloaded 718 times

Sargeman: and then what?

Host: [BR] MDK@ENGLAND@ has 15 recommendations!

