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Subject: Re: TCW Tropical [wip]

Posted by [GEORGE ZIMMER](#) on Sat, 08 Oct 2011 11:04:00 GMT

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Wait, hold on a sec- that carrier idea is potentially awesome. Make it so you can explore the hell out of it, and give it some advantage for exploring it (IE: additional powerups, credits, something). I'd say make it possible to man the guns, but that'd be pretty damn overpowered and turn it into a campfest.

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