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Subject: Selling stuff

Posted by [MSNSazabi](#) on Wed, 24 Dec 2003 17:37:03 GMT

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maybe it could be coded to where every 2 enemy vehicles that are stolen then sold count perminantly as 1 vehicle off the enemy limit. example: i steal a medium tank, then sell it. i then go out and steal an mrls and sell it. now gdi can only build 7 vehicles max. maybe it can also be coded to give you points when you sell an enemy vehicle.

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