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Subject: level stability

Posted by [General Havoc](#) on Sun, 23 Mar 2003 23:30:39 GMT

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Cpo64 was right. This is from Stonerooks FAQ:

wrong?

Simply replace the armor.ini in the modfolder/always/ini/ directory with the armor.ini from always.dat, it seems that there is some weird armor settings against flames that make them overload the game engine.

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