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Subject: Old ideas....

Posted by [Deactivated](#) on Sat, 12 Jun 2004 12:12:21 GMT

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Try\_leeWasn't that how the power plant was originally going to work too, with purchases taking longer once it was destroyed? Instead we get some poopy pay more thing.

"This building provides power to all other base buildings. When destroyed, player purchases and respawns take more time."

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