
Subject: Re: Details of some of the features in 4.0
Posted by [Homey](#) on Wed, 07 Oct 2009 20:00:06 GMT
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Either your tank will die if you're in one, or you will die if you aren't. The bay itself is the only place where this is supposed to happen, I guess it doesn't line up properly so if you're too close you can lose your tank or die. Islands can be one of the worst ones IMO
