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Subject: Re: [Skin]RustyNodDoor

Posted by [snpr1101](#) on Sun, 20 Jun 2010 10:31:20 GMT

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Zeratul wrote on Sat, 19 June 2010 23:19It looks like it opens in a completely different way

Sounds like huge problem. I could envision hundreds of engineers standing at the door figuring out how to get in whilst it's being destroyed by 6 Hill camping Arties.

Rusty door? Or just scary scratched metal door with eyes? Not bad I say.

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