Subject: Re: Cheaper units on the stock maps
Posted by bmruze on Sun, 08 Jan 2012 22:15:16 GMT
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In theory, can't you make a simple script that checks on the character you are purchasing and gives you a refund of (x) credits after that purchase is made? It would probably be easier than trying to reduce the cost of the characters in some other fashion.

If I had my computer in working order I'd whip it up for you but I'm afraid someone else will have to handle that.