

---

Subject: first of many tactical points...

Posted by [FrAM](#) on Sat, 02 Jun 2007 01:12:45 GMT

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1. try not to die.

---

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Subject: Re: first of many tactical points...

Posted by [sadukar09](#) on Sat, 02 Jun 2007 01:57:12 GMT

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2. dont spam the forums

---

---

Subject: Re: first of many tactical points...

Posted by [BlueThen](#) on Sat, 02 Jun 2007 02:30:35 GMT

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3. Don't be a n00bie!

Come on everybody! XD

---

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Subject: Re: first of many tactical points...

Posted by [IR4p3dy0u](#) on Sat, 02 Jun 2007 04:20:12 GMT

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4. All three of you that posted, leave renegade

---

---

Subject: Re: first of many tactical points...

Posted by [Renerage](#) on Sat, 02 Jun 2007 04:28:42 GMT

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EKT-Sadukar wrote on Fri, 01 June 2007 21:57. dont spam the forums

You spam the forums more then anyone here.

In one month you have over 250 posts.

5. Dont use scope to snipe

---

---

Subject: Re: first of many tactical points...

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Posted by [Crusader](#) on Sat, 02 Jun 2007 04:40:38 GMT

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---

cheekay77 wrote on Fri, 01 June 2007 23:28EKT-Sadukar wrote on Fri, 01 June 2007 21:572.  
dont spam the forums

You spam the forums more then anyone here.  
In one month you have over 250 posts.

5. Dont use scope to snipe

I can't agree with you more on BOTH your points. EKT-Spamdukar has been posting so many one-liners...lol!

6: When laying mines, spread them apart or else one person can blow them all if they are too close to each other.

---

---

Subject: Re: first of many tactical points...

Posted by [Renerage](#) on Sat, 02 Jun 2007 04:48:57 GMT

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IronBalls wrote on Sat, 02 June 2007 00:40cheekay77 wrote on Fri, 01 June 2007  
23:28EKT-Sadukar wrote on Fri, 01 June 2007 21:572. dont spam the forums

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6: When laying mines, spread them apart or else one person can blow them all if they are too close to each other.

Ill go one better-

7. Spread your mines throughout the building your mining in.

---

---

Subject: Re: first of many tactical points...

Posted by [puddle\\_splasher](#) on Sat, 02 Jun 2007 09:01:23 GMT

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---

Do not buy an SBH and stand around watching as the tank beside you goes into the red. Help out

---

as opposed to observing and laughing because GDI cannot see you but you can see them.

---

---

Subject: Re: first of many tactical points...  
Posted by [futura83](#) on Sat, 02 Jun 2007 09:42:16 GMT  
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don't spam beacons in your own base - especially when you don't have a refinery; it's a waste of money

---

---

Subject: Re: first of many tactical points...  
Posted by [jnz](#) on Sat, 02 Jun 2007 10:00:13 GMT  
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---

Don't mine like:  
`index.php?t=getfile&id=3453&private=0`  
Doing that is n00by and worth nothing as you can wall hug and explode all of them, then enter the building.

Mine like:  
`index.php?t=getfile&id=3454&private=0`  
This is good, and will be sure to work.

---

### File Attachments

1) [good\\_mining.png](#), downloaded 727 times

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2) [BadMining.png](#), downloaded 728 times



Subject: Re: first of many tactical points...

Posted by [futura83](#) on Sat, 02 Jun 2007 10:10:49 GMT

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gamemodding wrote on Sat, 02 June 2007 11:00Don't mine like:  
index.php?t=getfile&id=3453&private=0  
Doing that is n00by and worth nothing as you can wall hug and explode all of them, then enter the building.

Mine like:  
index.php?t=getfile&id=3454&private=0  
This is good, and will be sure to work.

Also, on the first one they will most likely be detonated by a vehicle...

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Subject: Re: first of many tactical points...  
Posted by [FrAM](#) on Sat, 02 Jun 2007 10:54:51 GMT  
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6: When laying mines, spread them apart or else one person can blow them all if they are too close to each other.

Ill go one better-

7. Spread your mines throughout the building your mining in.

i dont agree,

i believe that mines should be spread out but also close together to stop someone getting, just far enough to stop someone hitty in vehicle or disarming all at once,

9. dont piss off mods.

---

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Subject: Re: first of many tactical points...  
Posted by [sadukar09](#) on Sat, 02 Jun 2007 11:25:56 GMT  
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10.dont ob walk

---

Subject: Re: first of many tactical points...  
Posted by [Crusader](#) on Sat, 02 Jun 2007 13:10:48 GMT  
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---

puddle\_splasher wrote on Sat, 02 June 2007 04:01Do not buy an SBH and stand around watching as the tank beside you goes into the red. Help out as opposed to observing and laughing because GDI cannot see you but you can see them.

An excellent point that is a part of my in-game creed!

11. If you are SBH, always look for Havocs/Deadeyes and constantly harass them EVEN if you get killed doing so. This will demoralize them and discourage them from going to certain strategic points on the map. This will help your artys and their repairing techs to survive also.

Example: In CnC\_Field, the GDI bunker + top of the waterfalls + the back the 2 trees + top of waterfall among many others is a prime spot for GDI snipers. Find the sniper, aim for the head, watch the crosshair turn red and blow em away!

---

Subject: Re: first of many tactical points...  
Posted by [futura83](#) on Sat, 02 Jun 2007 19:56:51 GMT  
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---

IronBalls wrote on Sat, 02 June 2007 14:10puddle\_splasher wrote on Sat, 02 June 2007 04:01Do not buy an SBH and stand around watching as the tank beside you goes into the red. Help out as opposed to observing and laughing because GDI cannot see you but you can see them.

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Example: In CnC\_Field, the GDI bunker + top of the waterfalls + the back the 2 trees + top of waterfall among many others is a prime spot for GDI snipers. Find the sniper, aim for the head, watch the crosshair turn red and blow em away!

To add to that:

if you are on a server that will drop the weapon of someone who dies, you suddenly become a massive threat to GDI infantry, since you have a way of one shotting people without them spotting

you.

---

---

Subject: Re: first of many tactical points...

Posted by [puddle\\_splasher](#) on Sat, 02 Jun 2007 20:04:11 GMT

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---

the17doctor wrote on Sat, 02 June 2007 14:56 Find the sniper, aim for the head, watch the crosshair turn red and blow em away!

It turns red? My cross hair does not change colour. Is it normal or is that similar to aimbot?

---

---

Subject: Re: first of many tactical points...

Posted by [Crusader](#) on Sat, 02 Jun 2007 22:35:56 GMT

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puddle\_splasher wrote on Sat, 02 June 2007 15:04the17doctor wrote on Sat, 02 June 2007 14:56 Find the sniper, aim for the head, watch the crosshair turn red and blow em away!

It turns red? My cross hair does not change colour. Is it normal or is that similar to aimbot?

WOW! It is normal...NOT AIMBOT. Next to snakes, the most disgusting thing to me is cheating. LOL LOL LOL!

YES, IT TURNS RED!

> When you are not pointing at anything or out of the weapon's range, the crosshair is gray.

> When you are reloading ammo, the crosshair is yellow.

> When you are pointing at friendlies, it is green.

> And when you are pointing at the enemy, it turns red!

Why you not know this???

---

---

Subject: Re: first of many tactical points...

Posted by [futura83](#) on Sat, 02 Jun 2007 22:37:06 GMT

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IronBalls wrote on Sat, 02 June 2007 23:35puddle\_splasher wrote on Sat, 02 June 2007 15:04the17doctor wrote on Sat, 02 June 2007 14:56 Find the sniper, aim for the head, watch the crosshair turn red and blow em away!

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> When you are pointing at friendlies, it is green.

> And when you are pointing at the enemy, it turns red!

Why you not know this???

Also, when pointing at a destroyed building - allied or not - it goes green.

---

---

Subject: Re: first of many tactical points...

Posted by [sadukar09](#) on Sat, 02 Jun 2007 22:59:37 GMT

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the17doctor wrote on Sat, 02 June 2007 17:37IronBalls wrote on Sat, 02 June 2007 23:35puddle\_splasher wrote on Sat, 02 June 2007 15:04the17doctor wrote on Sat, 02 June 2007 14:56 Find the sniper, aim for the head, watch the crosshair turn red and blow em away!

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WOW! Next to snakes, the most disgusting thing to me is cheating. lol!

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---

- > When you are reloading ammo, the crosshair is yellow.
- > When you are pointing at friendlies, it is green.
- > And when you are pointing at the enemy, it turns red!

Why you not know this???

Also, when pointing at a destroyed building - allied or not - it goes green.

pointing it at ur self gets u message like this: \*Name here\* killed his dumb self

---

Subject: Re: first of many tactical points...  
Posted by [puddle\\_splasher](#) on Sun, 03 Jun 2007 09:36:11 GMT  
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here was me thinking that you must line up a shot and shoot. If it turns red then you know that you have a high probability of a kill.

Is this the same as an advantage skin as opposed to aimbot?

---

Subject: Re: first of many tactical points...  
Posted by [futura83](#) on Sun, 03 Jun 2007 09:46:43 GMT  
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puddle\_splasher wrote on Sun, 03 June 2007 10:36here was me thinking that you must line up a shot and shoot. If it turns red then you know that you have a high probability of a kill.

Is this the same as an advantage skin as opposed to aimbot?

You must be joking, right?

The cross-hair was built-in to ren, and does this for everyone...

---

Subject: Re: first of many tactical points...  
Posted by [sadukar09](#) on Sun, 03 Jun 2007 11:27:24 GMT

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---

im gonna laugh 2 death

---

---

Subject: Re: first of many tactical points...  
Posted by [Renegade](#) on Sun, 03 Jun 2007 17:01:20 GMT  
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---

EKT-Sadukar wrote on Sun, 03 June 2007 07:27im gonna laugh 2 death

Stop spamming the forums and post something useful.  
Your one liners are quite annoying to look at every topic, and nothing you ever say is very helpful to the topic on hand.

---

---

Subject: Re: first of many tactical points...  
Posted by [sadukar09](#) on Sun, 03 Jun 2007 17:08:18 GMT  
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---

lets see...jumping while sniping messes up ur aim so DONT...  
3rd person is better than 1st except when ur...sniping i guess (long) and...practice

---

---

Subject: Re: first of many tactical points...  
Posted by [BlueThen](#) on Sun, 03 Jun 2007 17:29:55 GMT  
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---

What happened to the numbers?

---

---

Subject: Re: first of many tactical points...  
Posted by [puddle\\_splasher](#) on Sun, 03 Jun 2007 18:15:44 GMT  
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---

Ha! Ha! Ha!

I only have a red dot. Buit I cannot snipe so it becomes useless

---

---

Subject: Re: first of many tactical points...

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Posted by [FrAM](#) on Sun, 03 Jun 2007 18:18:38 GMT

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EKT-Sadukar wrote on Sun, 03 June 2007 20:08lets see...jumping while sniping messes up ur aim so DONT...

3rd person is better than 1st except when ur...sniping i guess (long) and...practice

emmm i think jumping when sniping is good, i find that when against a good sniper if u dont jump they easily get a head shot whereas with jump they dont and have to get 2 or with black hand/deadeye 4, therefore u can get em first especially with mobius.

---

---

Subject: Re: first of many tactical points...

Posted by [BlueThen](#) on Sun, 03 Jun 2007 18:22:47 GMT

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Either jump, go side to side, both, crouch, side to side and crouch, or all.

I usually prefer jumping and side to side if I'm about to die, I'd go side to side if the dude can't snipe if it's worth his soul, and I never do crouching with anything because it slows the character down.

---

---

Subject: Re: first of many tactical points...

Posted by [sadukar09](#) on Sun, 03 Jun 2007 21:12:47 GMT

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---

crouch is better than jumping...

ex. you jump

other guy waits for u to land

since u move slower in the air he hs u

but when u crouch, he will have 1 or 2 secs disavantage to adapt to u crouching

---

---

Subject: Re: first of many tactical points...

Posted by [w0dka](#) on Tue, 05 Jun 2007 09:34:39 GMT

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---

EKT-Sadukar wrote on Sun, 03 June 2007 16:12crouch is better than jumping...

ex. you jump

other guy waits for u to land

since u move slower in the air he hs u

but when u crouch, he will have 1 or 2 secs disavantage to adapt to u crouching

other guy aim for chest

ex. you crouch

---

other guy hit head = dead

yes it's uncommon. but on publics most people aim for chest. especially snipers.... dunno why

---

---

Subject: Re: first of many tactical points...

Posted by [Renegera](#) on Tue, 05 Jun 2007 10:29:45 GMT

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---

w0dka wrote on Tue, 05 June 2007 05:34EKT-Sadukar wrote on Sun, 03 June 2007 16:12crouch is better than jumping...

ex. you jump

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since u move slower in the air he hs u

but when u crouch, he will have 1 or 2 secs disavantage to adapt to u crouching

other guy aim for chest

ex. you crouch

other guy hit head = dead

yes it's uncommon. but on publics most people aim for chest. especially snipers.... dunno why

I dont care if you jump or crouch, Ill still hit you.

Trust me, I dont find that jumping or crouching works unless close range, and ill pull a pistol then and pistol whip their ass.

I aim for the chest too, biggest area,

I use 1000 Sniper, just because, so what if im a noob. I like my damage hacks built into the game

.  
(was a joke troop)

---

---

Subject: Re: first of many tactical points...

Posted by [FrAM](#) on Tue, 05 Jun 2007 13:55:36 GMT

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---

w0dka wrote on Tue, 05 June 2007 12:34EKT-Sadukar wrote on Sun, 03 June 2007 16:12crouch is better than jumping...

ex. you jump

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other guy aim for chest  
ex. you crouch  
other guy hit head = dead

yes it's uncommon. but on publics most people aim for chest. especially snipers.... dunno why

to hit u in head when u crouch unless u are gunner guy must be aiming for ur crotch.

---

---

Subject: Re: first of many tactical points...  
Posted by [sadukar09](#) on Tue, 05 Jun 2007 19:51:54 GMT  
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---

crouch does same damage as normal body parts...and it doesnt matter how u dodge vs 1000 snipers really cuz they kill u in 2 hits no matter where cept the head and neck (yes neck does 3x instead of head 5x)

---

---

Subject: Re: first of many tactical points...  
Posted by [FrAM](#) on Thu, 07 Jun 2007 17:57:48 GMT  
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---

EKT-Sadukar wrote on Tue, 05 June 2007 22:51 crouch does same damage as normal body parts...and it doesnt matter how u dodge vs 1000 snipers really cuz they kill u in 2 hits no matter where cept the head and neck (yes neck does 3x instead of head 5x)

dont think i have ever been hit in neck...

---

---

Subject: Re: first of many tactical points...  
Posted by [Spoony](#) on Thu, 07 Jun 2007 18:08:58 GMT  
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---

Neckshots are only noticeable if you're a 1000 character up against a 500 sniper.

Neckshot: 3x damage, so a 500-sniper rifle will do 300, leaving a full-health 1000 character with 50 health.

---

---

Subject: Re: first of many tactical points...  
Posted by [sadukar09](#) on Thu, 07 Jun 2007 19:25:45 GMT  
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---

then which whip out ur trusty pistol and this happens  
Sakura: HAX!!!

Deadeye: ???  
Sakura: YOUR RIFLE DID 300 HAX!!  
Deadeye: pfft neck shot n00b  
Sakura: Oh...  
Raveshaw: UR FIRED NOOB!

---

---

Subject: Re: first of many tactical points...  
Posted by [FrAM](#) on Sat, 09 Jun 2007 19:27:17 GMT  
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---

EKT-Sadukar wrote on Thu, 07 June 2007 22:25 then which whip out ur trusty pistol and this happens  
Sakura: HAX!!!  
Deadeye: ???  
Sakura: YOUR RIFLE DID 300 HAX!!  
Deadeye: pfft neck shot n00b  
Sakura: Oh...  
Raveshaw: UR FIRED NOOB!

emmm thanks for that.

---

---

Subject: Re: first of many tactical points...  
Posted by [Crusader](#) on Sat, 09 Jun 2007 20:26:07 GMT  
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SADU STOP SPAMING.

---

---

Subject: Re: first of many tactical points...  
Posted by [sadukar09](#) on Sat, 09 Jun 2007 21:37:04 GMT  
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mentioning taking out ur pistol 2 kill some1 near death is spam?

---

---

Subject: Re: first of many tactical points...  
Posted by [Renerage](#) on Sun, 10 Jun 2007 01:50:21 GMT  
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---

EKT-Sadukar wrote on Sat, 09 June 2007 17:37 mentioning taking out ur pistol 2 kill some1 near death is spam?

Yea, it is.  
It doesnt take fuckin brains to figure that out.

---

---

Subject: Re: first of many tactical points...  
Posted by [sadukar09](#) on Sun, 10 Jun 2007 11:47:49 GMT  
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some1 new to the game might now know...

another: using mrls or stank shoot with right click instead of left.  
MRLS right click allows u to shoot around corners while stanks make it a bit more accurate. (less of that stank missiles do 30 damage thing)

---

Subject: Re: first of many tactical points...  
Posted by [Renerage](#) on Sun, 10 Jun 2007 22:16:33 GMT  
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---

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another: using mrls or stank shoot with right click instead of left.  
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Why do you continually post stuff thats random?  
They have a search button, your like a modern day ACK, purposely spamming to piss people off.  
Stop trying to get your post numbers up and post something useful.  
For fuck sakes, why don't the mods do anything anymore?  
People can flame people all they want, but as long as they support the stupid bitch, hey! cool! let em say what they want.

These forums are going to shit.  
Because of the mods.  
(aside from Icedog, I like you )

---

Subject: Re: first of many tactical points...  
Posted by [futura83](#) on Sun, 10 Jun 2007 22:38:25 GMT  
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cheekay77 wrote on Sun, 10 June 2007 23:16EKT-Sadukar wrote on Sun, 10 June 2007 07:47some1 new to the game might now know...

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The funny thing is, is that you keep pointing this out to him, which is also getting annoying.

---

Subject: Re: first of many tactical points...  
Posted by [Renerage](#) on Sun, 10 Jun 2007 22:52:19 GMT  
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---

the17doctor wrote on Sun, 10 June 2007 18:38cheekay77 wrote on Sun, 10 June 2007 23:16EKT-Sadukar wrote on Sun, 10 June 2007 07:47some1 new to the game might now know...

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(aside from Icedog, I like you )

The funny thing is, is that you keep pointing this out to him, which is also getting annoying.

Your right, and ill keep pointing it out, its against forum rules and etiquette to post shitty remarks, which he does on a frequent, if not constant basis.  
I know I'm getting annoying, maybe someone will finally say "Hey! Stop fucking spamming!" but, the chances of that are slim to none.

Ive been Pmed many times in the past about spamming, back when I was a newbie to forums.

Not a noob, a newbie.

Since then I've learned about forum etiquette, and to reply to every remark posted against me, to me, or about me.

IF you dont like it, hey, kiss my Canadian white ass.

---

---

Subject: Re: first of many tactical points...

Posted by [FrAM](#) on Mon, 11 Jun 2007 00:56:06 GMT

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spam eh...

---