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Subject: Re: time limit and BRenBot

Posted by [danpaul88](#) on Wed, 18 Apr 2012 19:15:31 GMT

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iRANian wrote on Wed, 18 April 2012 18:46it'll cause the map to gameover when the timer reaches zero.

But it wouldn't 'reach' zero, it would be 'set' to zero... There might be a difference

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