

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11080	Breath Holding	Tweaks	MMH	90-6242	Nikoleis	2009-07-09	Underwater swimming is now more realist, taking into account your breath and your activity (i.e fast swimming / running and jumping won't help you staying longer in water). Also, athleticism does have a role in it, ruling the time you can stay underwater. [b]Changelog:[/b]V1....