

---

Subject: 'sneaky' beacon placement

Posted by [Anonymous](#) on Wed, 17 Apr 2002 06:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Last night I saw a rather irritating beacon placement that I would consider a game bug rather than strategy. The map was Volcano and somehow one of the GDIs got a beacon inside our powerplant. It was "embedded" into a purchase terminal. None of the engineers, including myself, could disarm it because the game kept highlighting the purchase terminal assuming we wanted to buy something. I think what he did was jump onto a small lip that is part of the bottom half of the terminal. Its enough surface to drop a beacon onto.

---