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Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Mon, 23 Dec 2002 19:09:00 GMT

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Let me explain my idea in a way more of you can understand. You need money, your refinery is destroyed. You don't have a very good weapon. So you go to the oil derrick. You get in the oil derrick. You wait. You get money while you wait. You get out of the oil derrick. You go back to base and buy something. The whole point is a way of getting quick cash. To balance it, it makes you wait and not be able to do anything while getting the money.

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