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Subject: Obelisk, walking backwards...

Posted by [XKMonkey](#) on Thu, 10 Apr 2003 00:11:09 GMT

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It's done a lot on field and under. Sometimes City. It will only work if the sfps is below 30. On field they come out of the tunnel by the ref, on under they can do it from either tunnel. For the most part you can just put mines in the middle of where they would most likely go. If you peak mine, it'll keep almost all of them out.

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