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Subject: Re: Mining walls\_flying  
Posted by [mision08](#) on Sat, 27 May 2006 19:42:57 GMT  
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It takes 8 to cross the width of the main entrance 1 deep. That will not slow down anyone, not even the most noob sbh. 30 mines is not enough for a flying map either. The whole point is, how can you make due with 30 mines. If I had 45 mines, I would use 32 mines 3 rows of 8 just on the top, plus 9 in the tunnel.

I would still monitor the mines closely. I'm not sure if the two outside mines would even trigger, if someone hugs the wall. There is a reference mark to go by, maybe I will check. Either way, it's not enough to stop one sbh, let alone three.

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