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Subject: Re: Hopping barriers using two (or more) people

Posted by [Goztow](#) on Tue, 08 Jul 2008 09:30:16 GMT

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Ghostshaw wrote on Tue, 08 July 2008 10:47And maybe the refinery hop (getting on top of it). Core patch 1 or 2 map fixes had a solution for this. It was something like very lethal tiberium on the ref slope.

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