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Subject: Hourglass - Someone explain this to me  
Posted by [spotelmo](#) on Sat, 10 Jan 2004 01:47:24 GMT  
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certain things are exploits of the maps.

for instance, b2b on islands, i always thought it was fine since it was built in until i read from a ww developer that it was unintentional. beacons on field, we got mixed signals from devinoch on delphi... one said it was fine the other said no. then the devs tried to fix it(with disasterous results) which told me it was not intentional.

when it comes to a normal game(not snipe only etc.) all non exploit tactics should be allowed in my opinion.

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