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Subject: Nuking and Ioning Tips/Glitches

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 01:06:42 GMT

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IRON-FARTTThe first one isn't a bug or glitch, just a good hiding spot. Everyone can get to it with ease. Just nobody bothers to check.

The second, everyone can get into, but it's harder and could be classified as a glitch. Depends from server to server.

True.

And I dunoo about the getting on top of the ref one, never heard or tried of it. But dropping into the pp doesn't work. If you make maps, you will notice that there is an invisible cone stopping that from happening. As there is over the AGT and Ref silo thing and the very tip of the ref and the base of the ref, called "Footblockers".

Another tip is, usually on non base defense flying maps, you can fly over to top of the enemy refinery, and jump out (near the logo/above the door side) and you're on the ref. Easy shit, eh?

TheSkarekrow

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