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Subject: Thanks Renguard

Posted by [Blazer](#) on Sat, 26 Jun 2004 20:23:52 GMT

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Really? I know vlokfbokys mod kicks you for glitching the obelisk, but how does it detect backwards walking? On field I run out of the tunnel a lot (running forwards) and sometimes I make it to the obelisk even though its not firing at anything else...theres no way to really stop that.

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