

Subject: Glitch today.

Posted by [c0vert7](#) on Tue, 06 Nov 2012 03:18:45 GMT

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First time ive ever encountered this glitch, we were on n00bstories server and just started walls flying but every building was dead and no harvesters spawned. Only 1 or 2 PTs were in each base. Server had to be restarted to fix it lol.

File Attachments

1) [Screenshot.48.png](#), downloaded 641 times



2) [Screenshot.47.png](#), downloaded 654 times



3) [Screenshot.46.png](#), downloaded 661 times

Battlefield Information



Rank	Name	K/D	Score
1	uboom	1.5	21
2	creed3020	2.0	14
5	★ c0vert7	1.0	7
8	iamrev73	0.0	3

Rank	Name	K/D	Score
3	woj107	0.5	11
4	Dyna	0.3	11
6	TrackFan7	0.7	7
7	suwu	0.0	6
9	idknuuttin	1.0	3



Subject: Re: Glitch today.

Posted by [liquidv2](#) on Tue, 06 Nov 2012 04:40:15 GMT

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look at creed gettin jiggy with it

Subject: Re: Glitch today.

Posted by [Major-Payne](#) on Tue, 06 Nov 2012 06:30:02 GMT

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hahahahahah lmao

Subject: Re: Glitch today.

Posted by [Wyld1USA](#) on Tue, 06 Nov 2012 12:53:40 GMT

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It's the triple 7's glitch. You know it, when you have 3 players with "7's" at the end of their nick = everything dies. I thought TT fixed that.

Subject: Re: Glitch today.

Posted by [Creed3020](#) on Tue, 06 Nov 2012 23:29:30 GMT

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liquidv2 wrote on Mon, 05 November 2012 23:40look at creed gettin jiggy with it

LMAO

Not sure what key I press on the keypad but at that moment it was a very funny pose.

This was a really weird bug. I had never seen it before which is kinda cool. Credits were also going up the 2 every second even though the Refineries were both dead.

More screenshots here:

http://www.n00bstories.com/forums/index.php?t=msg&th=15390&start=0&r_id=797
