
Subject: Mine problem

Posted by [Anonymous](#) on Fri, 17 Jan 2003 15:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Delta_Sector: quote:Originally posted by Mobius:I usually go for two either side of the door and then 3 a little further away in general. Either that or the standard dice layout. As its been said it depends on the map and also if people decide to go past the mine limit at least put 2 mines in the MCTIMO, forget about mining the MCT. I and many others just toss the mines on from a distance and any mines on the MCT never go off. [January 17, 2003, 15:55: Message edited by: rogueranger]
