
Subject: Glitch on island map.

Posted by [Anonymous](#) on Sun, 05 Jan 2003 10:38:00 GMT

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If you really want to know... there wasn't supposed to be any shootable buildings from either of the bases... it was built wrong. Design called for buildings to be damagable only from the side entrances of the side island.... nothing from the bases themselves. This would have pushed the conflict to the outside island. Doesn't it seem unfair the GDI can shoot at NOD but not the other way around?
