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Subject: The Top of the Hand Of Nod

Posted by [flyingfox](#) on Sun, 29 May 2005 23:22:09 GMT

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Something that hasn't been mentioned...it might help to know that the helipad was done to the big Hand of Nod seen in single player, and makes more sense there because the exterior is so much bigger and a helicopter would have sufficient room to land there. In multiplayer the structures are all shortened, and the helipad must have just stayed there because it's part of the design, and of course to coincide with the roof access door.

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