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Subject: Re: O.o red hell

Posted by [havoc9826](#) on Tue, 22 May 2007 23:06:21 GMT

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Here are some old files I have that might be relevant:

Blue Hell vid: Just a regular rush, and I bumped my stank into a flame tank and ended up spinning off the map somewhere. Followed by 43 seconds of me just floating there.

Blue hell vid #2: In Black-Cell, the team commander can use the !blockharv command to freeze the harvester. Back when this video was taken, the harvester froze a bit weirdly when blocked on an incline. Anyway, I ran into it to deliberately send myself to blue hell. Sometimes the harvester respawns, sometimes it is gone the rest of the map. In this case, I ended up above and behind the Nod base.

Red hell video: same game as the previous video, but with a nuke beacon. Sorry about the length and my constant camera angle changing. In case you want to see a couple more videos relevant to this game (and one older than that which shows where some blue helled videos end up on Hourglass), go here.

Red Hell pic: According to my IRC logs from January 30, 2005, this was on City\_Flying, and there was a nuclear strike beacon currently deployed. Hooray for 1 FPS and 789 ping.

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