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Subject: Re: Wall hopping

Posted by [JohnDoe](#) on Wed, 30 May 2007 15:22:36 GMT

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How? Only place I know is at the rock where you usually ion the ref...once you jump on the smaller ledge the Ob can't hit you anymore, so why would it need to be offline?

Is there some kind of invisible ramp like at the GDI ref that I don't know about?

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