
Subject: Re: Maybe a blue hell solution?
Posted by [jnz](#) on Thu, 07 Jun 2007 09:00:43 GMT
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nopol10 wrote on Thu, 07 June 2007 09:54He means you're supposed to die once under map. But that isn't the case if you're in a vehicle and lagging like mad when in blue hell (hard to exit). Sometimes if you're in blue hell (red in C&C_Islands), you just keep falling and then falling back up to where you helled and the process repeats.

In that case, a massive script zone wouldn't work. The best option is to just implement !killme
