
Subject: poll: should we fix b2b on islands and walljump on mesa

Posted by [flyingfox](#) on Fri, 11 Jun 2004 21:24:26 GMT

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Just what is walljump on mesa? Is it where you hop the wall on the long flank with a \$1000 character to (I presume) beacon the Power Plant by taking a hit?

If so, please don't alter this. The ground is on a high and it would be logical to jump over this barrier. On Under, you run down tunnels and use the high ground to hop onto box tops. This is the same thing, except it can be used for something. Even if a westwood employee came and said it wasn't intended, why not? I've used it as a last resort when my base is being blown up.
