Subject: Re: GRR @ HARVYS
Posted by CrazyBastard on Mon, 27 Mar 2006 02:22:48 GMT
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bump....

Another idea I had was to forget refineries altogether and just put like 3 silos lol...

edit: I have replaced the Refinery with 2 more silos...3 silos @1 cred per sec...only thing now is the good old flame tank bug...

File Attachments
1) baselayout.JPG, downloaded 363 times