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Subject: Red Alert: A Path Beyond's Ore Silo

Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 20:08:01 GMT

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Well duh, ever consider it's meant to look boring? Try getting a grasp on reality. Not everything going to have little flames painted on the side, with racing stripes and vents and all sorts of other crap. The closest you'll get to an Ore Silo is a sanitation area for cleaning waste water. Look at the sides of those and you'll notice that they're remarkably boring.

Just like it's supposed to be.

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