

Subject: Glitch today.

Posted by [c0vert7](#) on Tue, 06 Nov 2012 03:18:45 GMT

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First time ive ever encountered this glitch, we were on n00bstories server and just started walls flying but every building was dead and no harvesters spawned. Only 1 or 2 PTs were in each base. Server had to be restarted to fix it lol.

## File Attachments

1) [Screenshot.48.png](#), downloaded 437 times



2) [Screenshot.47.png](#), downloaded 442 times



3) [Screenshot.46.png](#), downloaded 453 times

# Battlefield Information

| Rank | Name      | K/D | Score |
|------|-----------|-----|-------|
| 1    | uboom     | 1.5 | 21    |
| 2    | creed3020 | 2.0 | 14    |
| 5    | ★ c0vert7 | 1.0 | 7     |
| 8    | jamrev73  | 0.0 | 3     |



| Rank | Name      | K/D | Score |
|------|-----------|-----|-------|
| 3    | woi107    | 0.5 | 11    |
| 4    | Dyna      | 0.3 | 11    |
| 6    | TrackFan7 | 0.7 | 7     |
| 7    | suwu      | 0.0 | 6     |
| 9    | idknuttin | 1.0 | 3     |

Subject: Re: Glitch today.

Posted by [liquidv2](#) on Tue, 06 Nov 2012 04:40:15 GMT

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look at creed gettin jiggy with it

Subject: Re: Glitch today.

Posted by [Major-Payne](#) on Tue, 06 Nov 2012 06:30:02 GMT

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hahahahahah lmao

Subject: Re: Glitch today.

Posted by [Wyld1USA](#) on Tue, 06 Nov 2012 12:53:40 GMT

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It's the triple 7's glitch. You know it, when you have 3 players with "7's" at the end of their nick = everything dies. I thought TT fixed that.

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Subject: Re: Glitch today.

Posted by [Creed3020](#) on Tue, 06 Nov 2012 23:29:30 GMT

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liquidv2 wrote on Mon, 05 November 2012 23:40look at creed gettin jiggy with it

LMAO

Not sure what key I press on the keypad but at that moment it was a very funny pose.

This was a really weird bug. I had never seen it before which is kinda cool. Credits were also going up the 2 every second even though the Refineries were both dead.

More screenshots here:

<http://www.n00bstories.com/forums/index.php?t=msg&th=15390&start=0&r id=797>

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