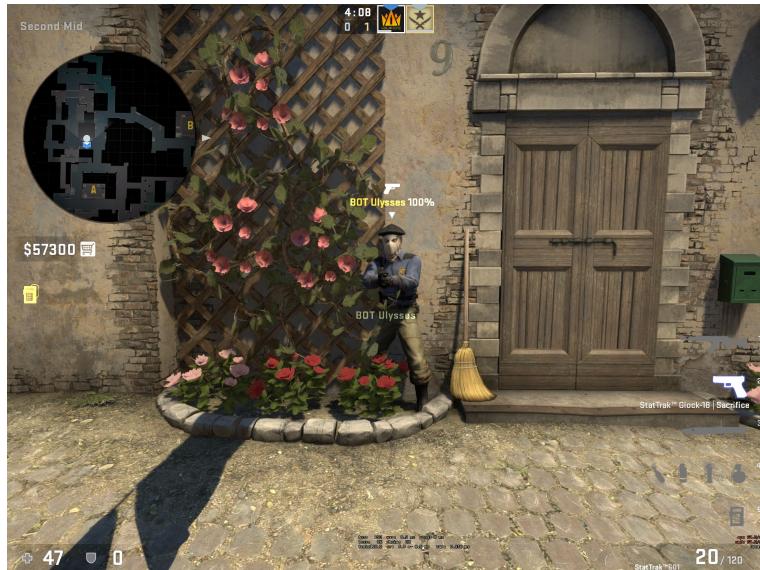


## **Inferno Smokes**

1. long smoke
2. dark molly from wall
3. top banana flash
4. new box molly from car
5. apps flash
6. banana molly
7. b go anti ct push flash
8. top mid flash
9. ct smoke from ruins
10. top mid flash from bottom mid
11. banana smoke from ruins
12. banana flash from spawn
13. coffins smoke from wood
14. banana flash from ramp
15. ct smoke from wood
16. sandbags molly
17. side flash from wood
18. top mid flash from underground
19. default molly from banana
20. apps balcony smoke
21. moto smoke

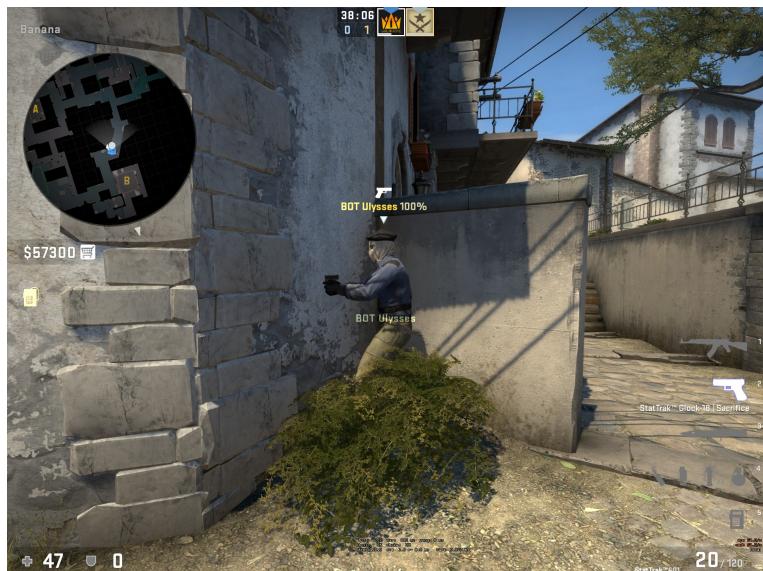
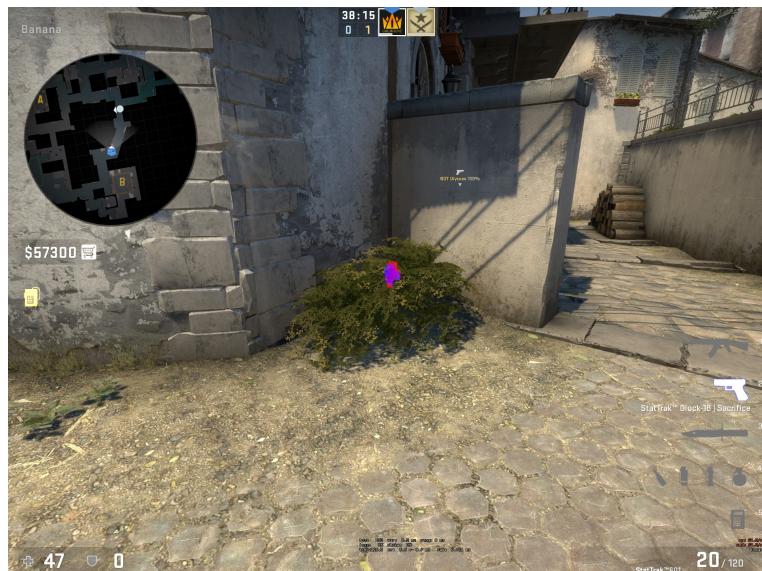
## step throw

### 1. LONG SMOKE



jump throw

## 2. DARK MOLLY FROM WALL



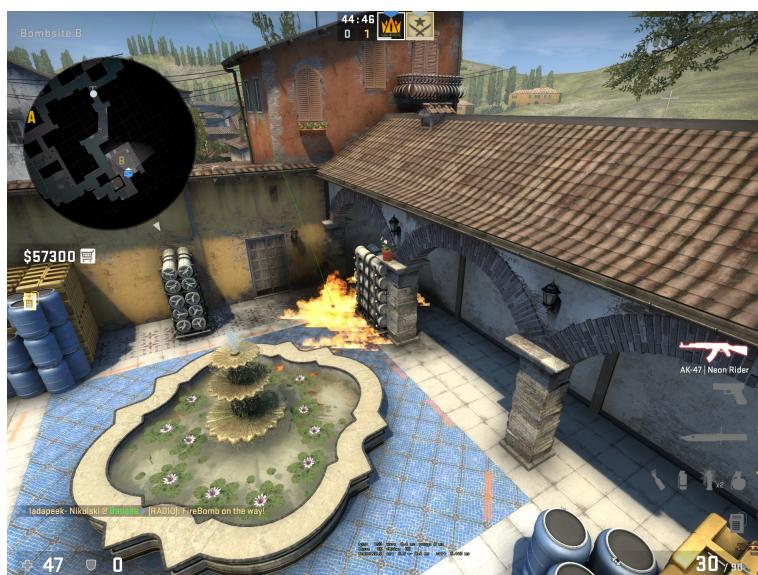
throw

### 3. TOP BANANA FLASH



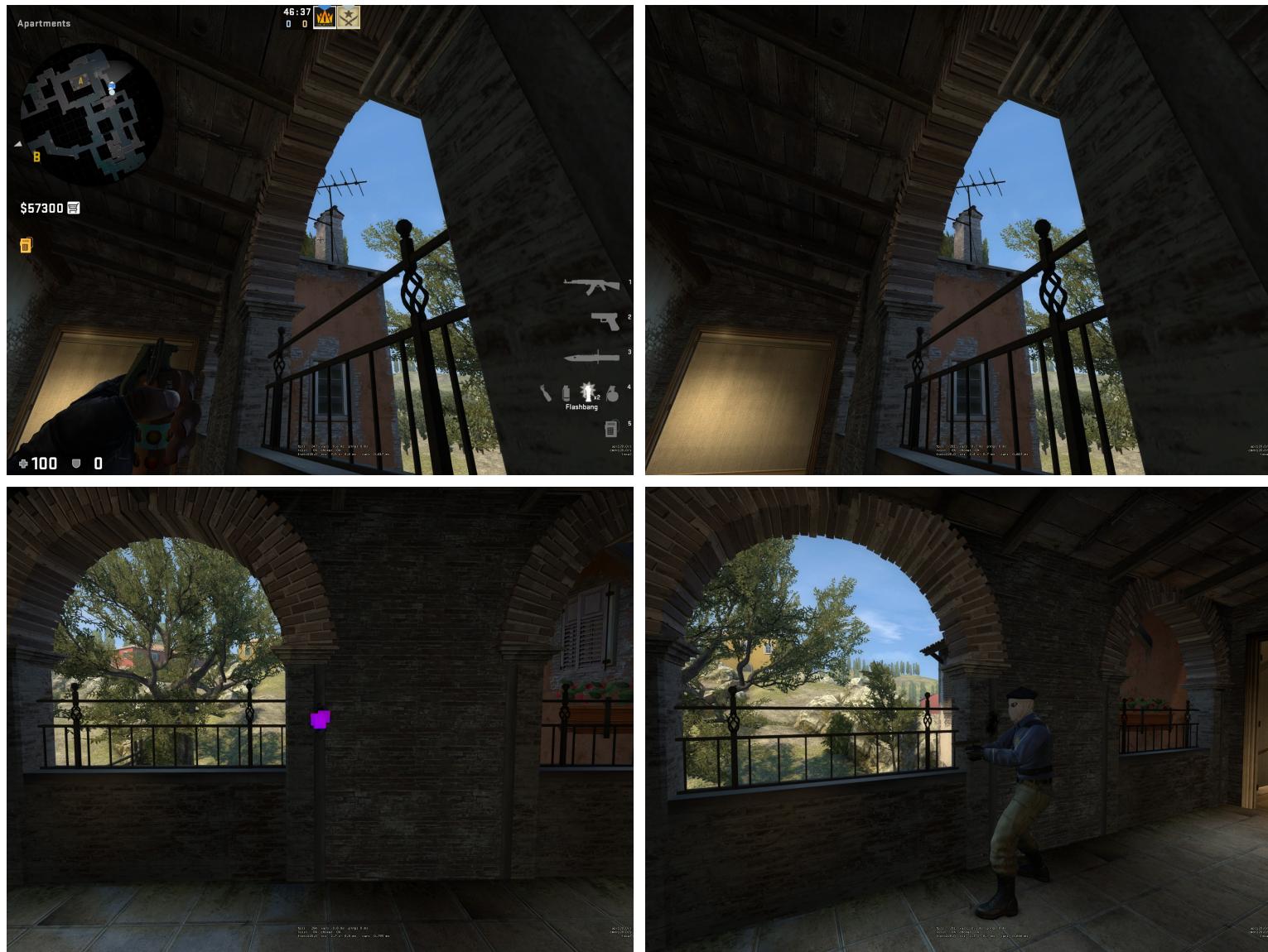
jump throw

#### 4. NEW BOX MOLLY FROM CAR



throw

## 5. APPS FLASH



run throw

## 6. BANANA MOLLY

wichtig ist das der molly so kommt, dass auch hinter car brennt



throw

## 7. B GO ANTI CT PUSH FLASH



run throw

## 8. TOP MID FLASH



jump throw

## 9. CT SMOKE FROM RUINS



throw

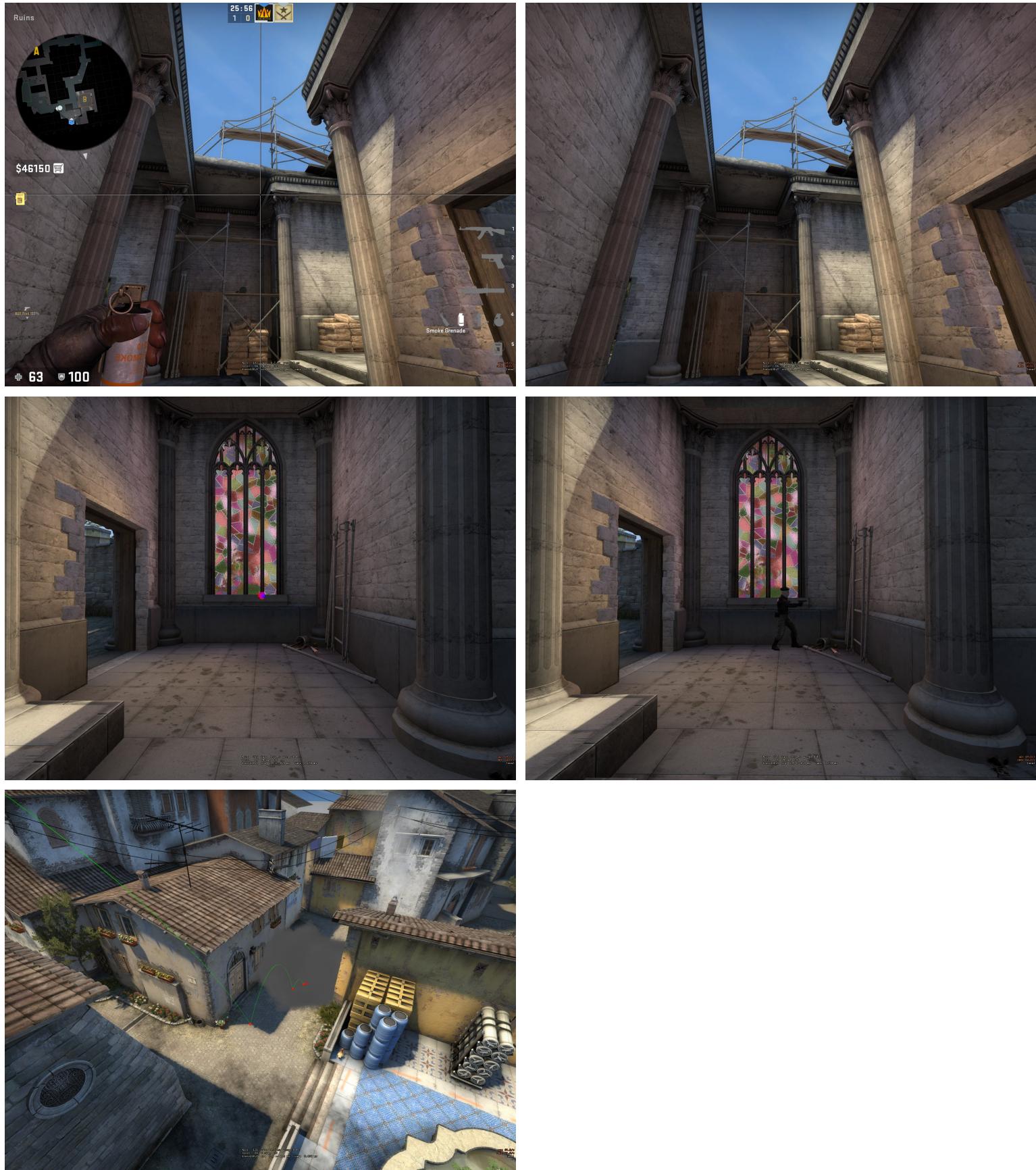
## 10. TOP MID FLASH FROM BOTTOM MID



jump throw

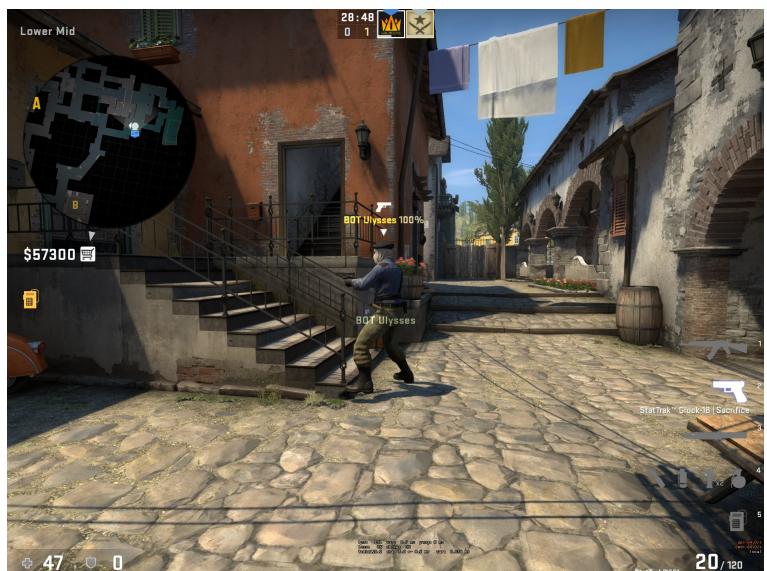
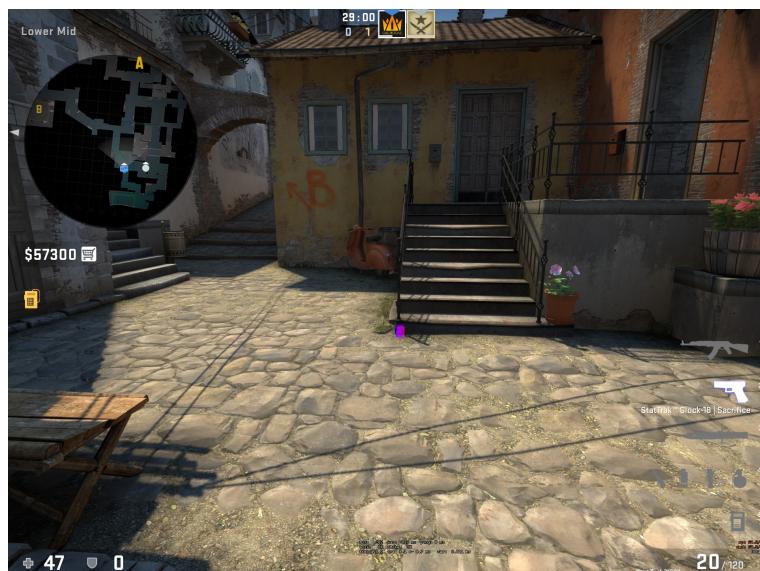
## 11. BANANA SMOKE FROM RUINS

lineup muss fast perfekt sein!



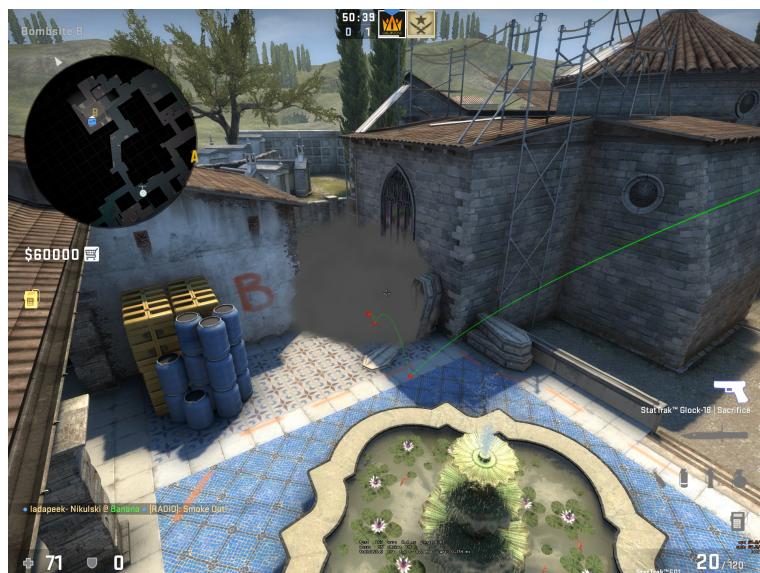
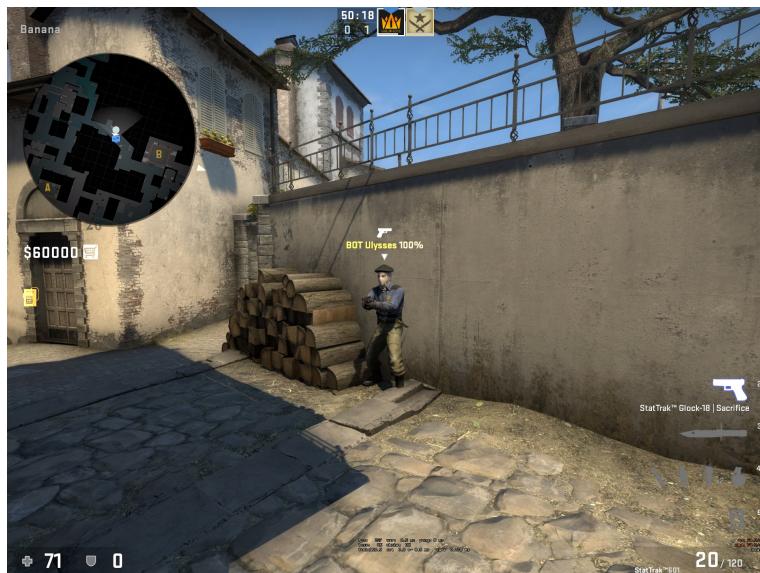
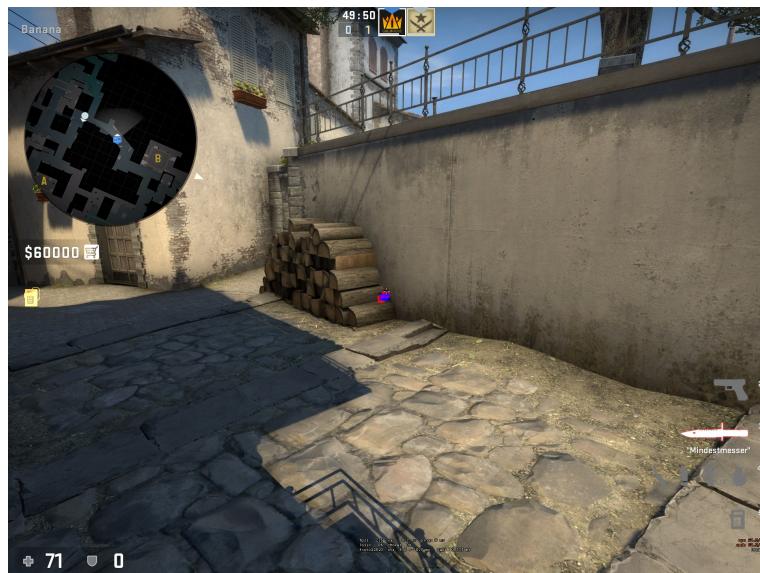
jump throw

## 12. BANANA FLASH FROM SPAWN



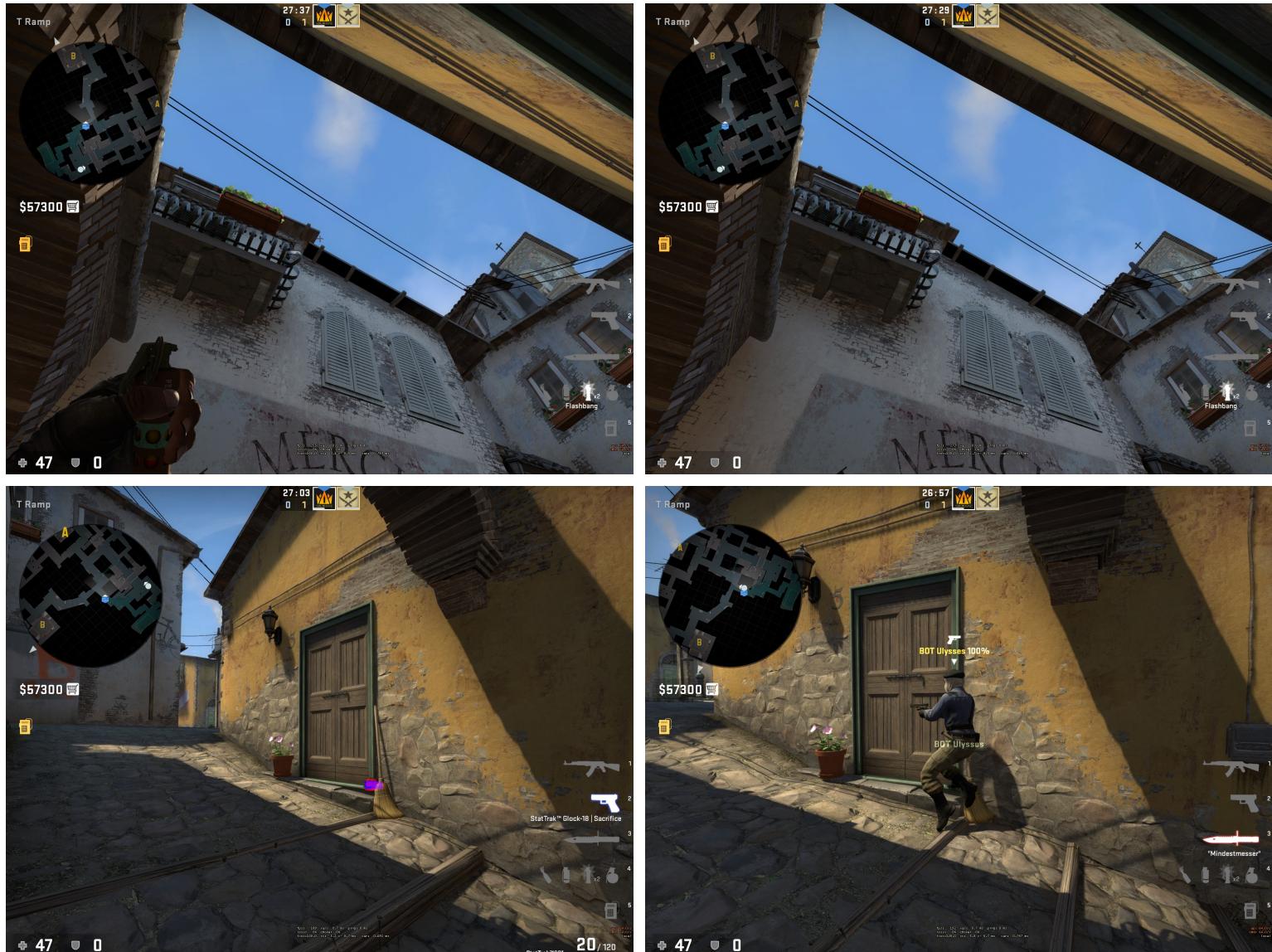
throw

### 13. COFFINS SMOKE FROM WOOD



throw

## 14. BANANA FLASH FROM RAMP



throw

## 15. CT SMOKE FROM WOOD

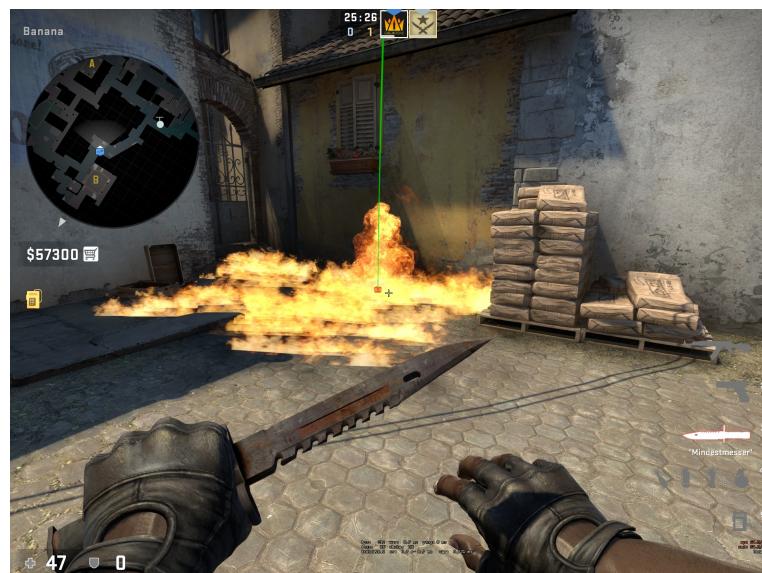
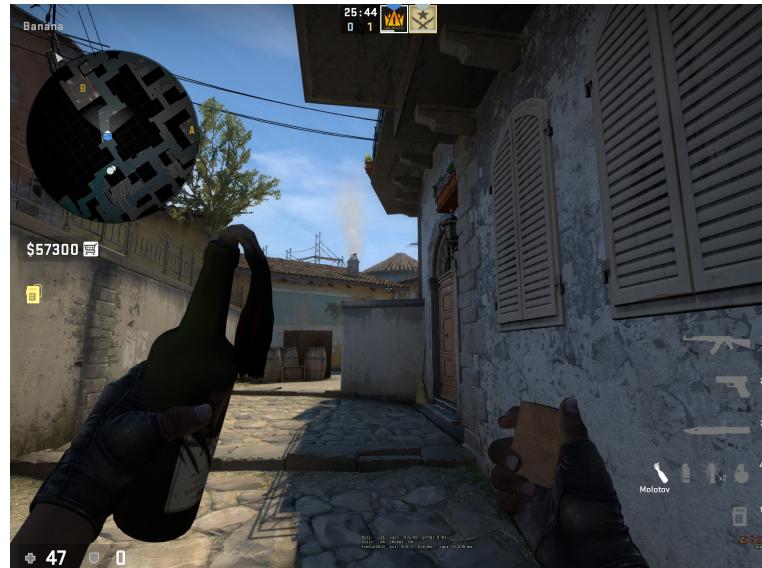
Die Smoke landet so, dass der dude auf boost nicht sieht, wenn jemand close an der Wand zu Pool rübergeht.

Landet schneller als die coffins smoke von der rechten Wand



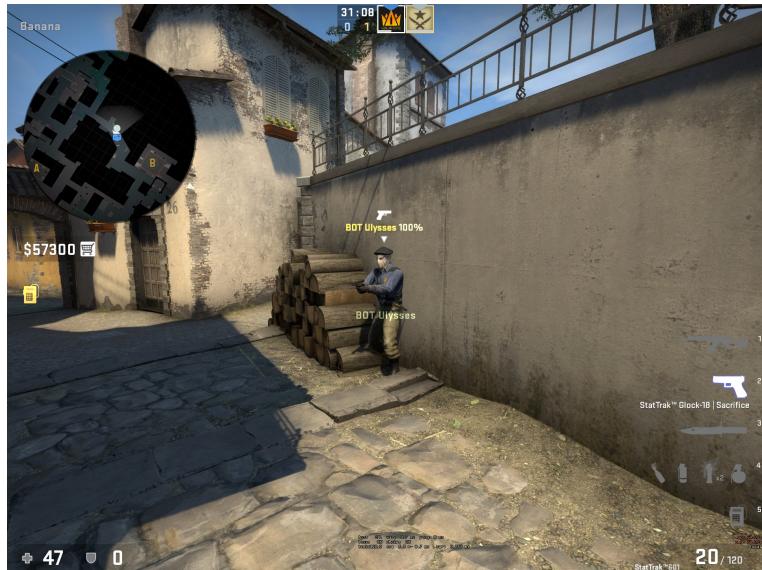
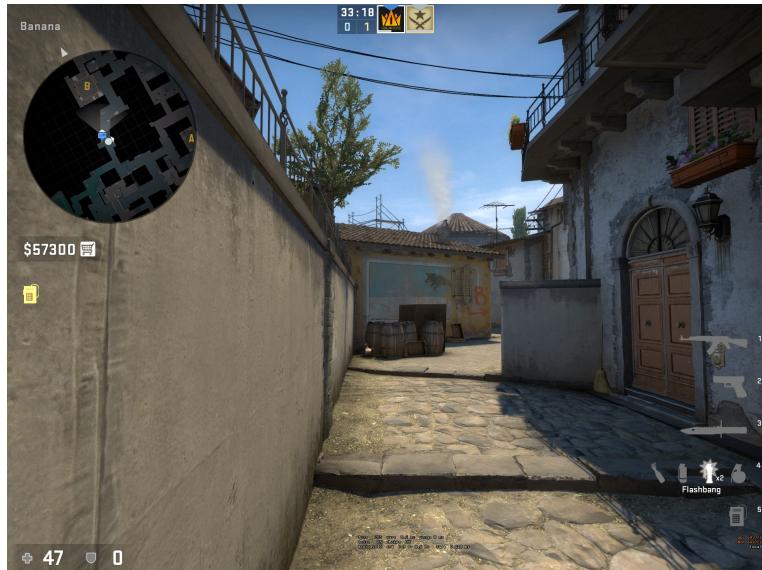
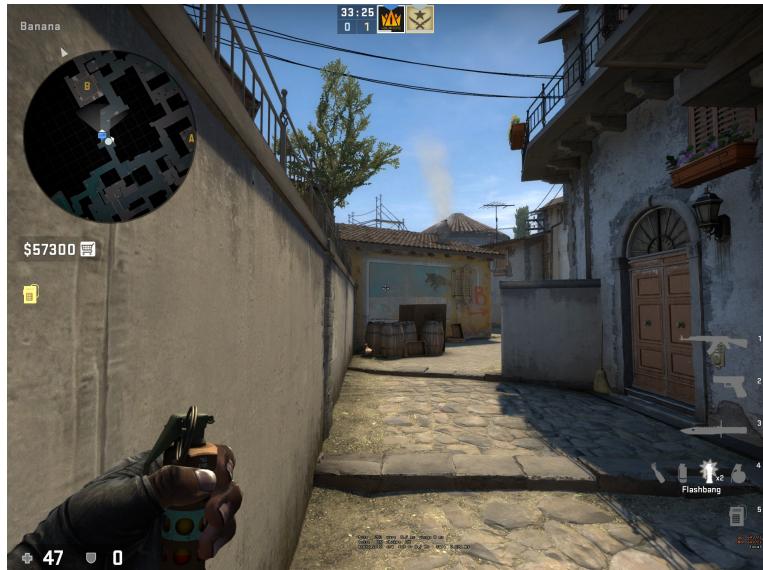
run throw

## 16. SANDBAGS MOLLY



jump throw

## 17. SIDE FLASH FROM WOOD



throw

## 18. TOP MID FLASH FROM UNDERGROUND



jump throw

## 19. DEFAULT MOLLY FROM BANANA



throw

## 20. APPS BALCONY SMOKE



throw

## 21. MOTO SMOKE

