Subject: donate command
Posted by Blazer on Tue, 24 Aug 2004 06:11:32 GMT
View Forum Message <> Reply to Message

I'm inclined to agree. A team of experienced players could wreak havoc by pooling credits and doing an APC rush full of hotwires in the first 60 seconds. The other team wouldn't stand a chance...Unless they too were experienced and pooled their credits and bought mobius's etc to stop the incoming vehicles.

I have no desire to play in a game where the winning outcome is based on who rushed within the first 60 seconds, instead of strategy, skill, and teamwork (real teamwork not collecting money). If I want to play fast paced sudden death 30 second matches I will just play CounterStrike.