Subject: Re: Parachutes
Posted by Oblivion165 on Mon, 26 Dec 2005 20:12:38 GMT
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Ma1kel wrote on Mon, 26 December 2005 06:18Oblivion165 wrote on Sun, 25 December 2005 21:14If this was to become a common release, there would need to be Anti-Air additions made. There is no way this would make gameplay better. Think of every hotwire you seen fall to her death, land on the powerplant inside the smoke stack. Impossible to kill her out of there.
That isn't possible, I've tried to go up there 50 times and every time a invisable barrier let me fall off it.

Well ive been stuck in there numerous time on c&c_city_flying, but still the same, on top of buildings, all over the place.