Subject: Re: So ummm... Why dose everyone say Halo is so f*king awesome?
Posted by NukeIt15 on Fri, 30 Mar 2007 03:45:58 GMT
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That's a pretty lame reason to remove falling damage... if you aren't bright enough to use that move only when you won't fall into oblivion because of it, then you deserve what you get. Should self-inflicted splash damage should be removed because someone might try to use rockets or grenades at point blank? Games should penalize stupidity, not reward it. :/