
Subject: Proximity Mines

Posted by [Anonymous](#) on Thu, 09 May 2002 01:32:00 GMT

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quote:Originally posted by Commanded and Conquered:This is not a mistake. As Kab0om420 said about how it will not be fun if the whole base was mined. It is good that there is a 30 mine limit for each hotwire/technician, and a team limit as well. So this is not a problem guys it's part of the game and it's a good thing they have that. The lag though, is a problem. Later. The 30 mines limit is not for each hotwire/tech. It is for the whole team. And in fact 30 is not counting only mines, it also counts the remote c4's. I feel sick when I see teammates putting mines and/or remote c4's on some other teammate's body and say "He is a kamikaze man...." The mine/c4 limit is not a flaw of the game. There should be such a limit. The laaaaag is in fact a problem, Westwood...
