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Subject: Unfair little thing in city!

Posted by [Anonymous](#) on Sun, 31 Mar 2002 11:58:00 GMT

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Its just that i can alone without any help or distraction get from the nearest building and into the obelisk without getting shot! but thats okay but you can't with atg and thatswhy its unfair. the obelisks aim system just point on a smaaaaaaall dot, so at the middle of the run its some tank traps or some rubble, call it what you want but now to the point. You can run and hide behind the rubble without getting shot and then wait for it to stop charging and then, you can run from the rubble to the obelisk without it getting fully charged, and this is unfair since atg shoots directly when you appear but obelisk not. and therefore they should remove that rubble and make it fair. easy fix huh?

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