
Subject: Rescue Mobius mission...

Posted by [Anonymous](#) on Sun, 10 Mar 2002 08:58:00 GMT

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I am really mad at this mission, after I destroyed everything in the way down, and now as I come back up with Mobius, there are millions of gun turrets that have somehow appeared. Those coupled with Mobius's VERY bad AI who runs into the biggest group of enemies that he can find screws me over. I am near the surface, and just getting off a large elevator, and Mobius just runs into 10-20 baddies along with 4 ceiling guns. I cannot save him due to my low health and the amount of enemies there. I am just ****ed off at how the developers had to make MORE enemies to make the game harder instead of making them smarter...
