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Subject: Super Huge Powerful Mod!

Posted by [Blazer](#) on Sun, 30 Mar 2003 08:34:33 GMT

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Why does everyone want to make super powerful weapons/powerups/units/characters? :rolleyes:

Does the words "game balance" mean anything to anyone? Everyone wants something like a giant mammoth tank that has 50 rocket launchers and cannons that do 1000 points of damage, or a stealth tank that doesn't decloak when it fires, and fires the obelisk weapon. :rolleyes:

Maybe I should make a mod where each base just has a big button that says "WIN" somewhere, and the first person to spawn and push it wins and gets 29837483423874 points. :sly:

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