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Subject: Re: Fix outside PTs?

Posted by [cmatt42](#) on Sat, 16 Aug 2008 16:49:27 GMT

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genetix wrote on Sat, 16 August 2008 00:14: There's certain things in the game that make it interesting. Small exploits like PT's outside are the things that keep the game interesting. No one wants a plain game. It doesn't need fixing. To not fix it would make it plain.

While it's broken, you've got "Oh, they planted a beacon at that building there. Killed the planter, time to disarm it. Okay, bought Hotwire/Technician through the building here, disarming the beacon now. Ah, done, and with 20 seconds to spare. Time to go back to tank sniping."

Fixed, you'll have something like this: "Oh, they planted a beacon at that building there. Shit, someone repair it, quickly! I've got the planter, he's dead now. Crap! 20 seconds left and no one's here yet! All right, I'll go into the building and buy a Hotwire/Technician. Okay, got it! Repairing, repairing... Come on, faster! Oh, good, an Engineer is helping me out! Whew! Thankfully we repaired that off in time. Great job!"

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