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Subject: Re: Fix outside PTs?

Posted by [xpontius](#) on Thu, 28 Aug 2008 09:20:29 GMT

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genetix wrote on Sat, 16 August 2008 01:14: 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.

I strongly disagree, it has made the game predictable and stale to expect half a teamful of GDI not to go to the inside the bar and then outside, but to just swarm the back and cover while everyone buys engines from the glitch. All other glitches are just a 4 second time saver where you don't have to travel a few more feet through a door like the WF, AGT, and airstrip. I honestly think the lazier players support this nonfix, and wouldn't care to work up the effort to find a beacon in time when they know they can cut corners.

The only interesting thing I see is the mixed reactions from the newer players like, "WTF how they do that" and "hax! you can't do that" and "that's not fair blah blah blah"

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