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Subject: "Flickering Fairies"

Posted by [flyingfox](#) on Wed, 19 May 2004 14:38:03 GMT

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Apart from the fact that it's a bug, attempt to think the reasoning behind it.

You're a sniper. You're in the field. You see 2 soldiers and an officer coming at you from across a bridge. You can't retreat. You have 2 options:

1) Have the speed advantage, but the accuracy disadvantage, and attack while moving and not in scope mode, in an attempt to evade fire.

2) Sacrifice speed for accuracy, and hope that by using your scope, you can accurately hit the soldiers before they kill you. You realise that, while in scope mode, you can only move slowly (since if you actually moved fast your aim would go haywire) but you take the risk anyway.

You could always try option 3)... play Renegade, where you can move incredibly fast AND have an accuracy advantage, where moving fast somehow doesn't make you completely inaccurate in scope mode. But of course, you're Neo, you can do that. Does this seem fair? It's obviously a bug, and the people who get it worst are the non-snipers who can't just "hit in the middle of the flicker".

Some folk use the flicker bug deliberately to give them this advantage, too. This is completely wrong.

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