
Subject: Serious bugs > Subjective balance issues
Posted by [KIRBY098](#) on Fri, 21 May 2004 15:27:09 GMT
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Aircraftkiller You aren't fixing them, the RG team is. We already laid out the bugs we're fixing in the game a long time ago. We are more than one person, which means I can argue on the forum for balance changes because I've already tossed in my input on what needs to be fixed in the game in the realm of bugs. The programmers take care of that stuff, not I.

I can't wait to see how arguing the definition of proximity C-4 MINES fits that mission statement.
