Subject: Rescue Mobius mission...

Posted by Anonymous on Sun, 10 Mar 2002 08:58:00 GMT

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I am really mad at this mission, after I destroyed everything in the way down, and now as I come back up with Mobius, there are millions of gun turrets that have somehow appeared. Those coupled with Mobius's VERY bad AI who runs into the biggest group of enemies that he can find screws me over. I am near the surface, and just getting off a large elevator, and Mobius just runs into 10-20 baddies along with 4 ceiling guns. I cannot save him due to my low health and the amount of enemies there. I am just ****ed off at how the developers had to make MORE enemies to make the game harder instead of making them smarter...

Subject: Rescue Mobius mission...

Posted by Anonymous on Sun, 10 Mar 2002 15:57:00 GMT

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I know how bad that mission is lol when i did it i ran away from him and he didn't lost any health:\
and i just came back later and finished most of the stuff off lol!

Subject: Rescue Mobius mission...

Posted by Anonymous on Sun, 10 Mar 2002 21:52:00 GMT

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Subject: Rescue Mobius mission...

Posted by Anonymous on Mon, 11 Mar 2002 04:50:00 GMT

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Head shots are all I do anyway but ok... Ill just try leavin him to die...

Subject: Rescue Mobius mission...

Posted by Anonymous on Tue, 12 Mar 2002 12:21:00 GMT

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Ya I noticed every time I went in that room he was right in between the muties and nods gettin hit, but I figured out later I was the one really draining most of his health. I was going crazy with the

chain gun and the llama would run right in front of my barrel and camp in the middle of them so I ended up just hanging back and destroying the gun cam then pin pointing each baddy and cuttin them up. he made it out with just fine still in the green.