## Subject: tequila drunk harvester?

Posted by Anonymous on Mon, 01 Apr 2002 15:12:00 GMT

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i was wondering what you guys thought about killing a stuck enemy harvester. most games i've been in, the players will scold anyone who destroys it. on the other hand it's not their fault there's a bug in the game and the fair thing to do would be to finish it off. there's pros and cons both ways of course, but i'd like to hear from you guys while your not in game and can be more objective. i'd also like to start with a game experience...playing on fields the other night and our side was just around the corner from the enemy base waiting for the dreaded mammy "rush" (crawl is more like it). the guys were waiting for some of us to catch up and while doing so, one of em finishes off the nod's stuck harvester. then after everybody was ready, i lead the way... only to be blocked by the new enemy harvester coming out of the base! there's just barely enough room for the mammies as it is, but along with base defenses that d@mn thing stopped the attack cold! fortunately we still won the game on points, but i sure was p\*ssed at the guy for taking out that harvester in the first place!but now that i'm in my "forum philosophical" mode, i still think the ethical thing would be for players to take out a stuck enemy harvy. but that guy's timing sure was bad! lol..

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Posted by Anonymous on Mon, 01 Apr 2002 15:18:00 GMT

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I personally leave the harvester alone, but if i'm in a tight jam for cash i'l shoot the hell out of it just to get some money. Other than that i let it be{The same thing happend to me when i tried to apc rush into the nod base in feilds, \*\*\*\* harvester!}

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Posted by Anonymous on Mon, 01 Apr 2002 16:21:00 GMT

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You know, when this bug first started, I was all aboard the exploit wagon, asking people not to blow up the enemy harvy...but now I feel the complete opposite about it. For one, destroying the enemy harvy doesn't usually fix the problem, per say. The stupid thing usually comes right back out and rams into it's magical hidden door only it can see (whats all that smoke coming out of the harvy's driver side window...and is that Cheech F\*\*\*ing Marin behind the wheel)...and, it is such a pain in the butt to have the bug happen on YOUR side, that I just think it's the gentlemanly thing to do. Also, not hitting it robs your team of some cheap and easy points.Zukkov, I've had the same thing happen to me, i.e. having a rush blocked by the enemy harvester...but I think it felt it was the least it could do for the team, having brought in no cash or nothin' for them.My vote: Always kill the enemy harvy, but don't make it a priority...and DON'T blow it up as your on your way in for a rush, or else it will Play D!!

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## Posted by Anonymous on Mon, 01 Apr 2002 17:22:00 GMT

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Its not a bug in the game, its a bug in the FDS(free deiacted server) downlaodable file. I know this cause it happen very few times before it came out(it happen around once every 35 games i played and now it happens on every server thats using the file!)

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Posted by Anonymous on Mon, 01 Apr 2002 17:37:00 GMT

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i heard that awhile back. but for all practical purpose it's a bug we all have to deal with one way or the other...

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Posted by Anonymous on Mon, 01 Apr 2002 17:42:00 GMT

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Also it WILL be fixed in the next version of the FDS file.

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Posted by Anonymous on Mon, 01 Apr 2002 21:53:00 GMT

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Fix alaphino HarvestorGet tank or jeep and ram it till it is unstockWarning:Some times the Harvestor will drive in ur base and get suck permanently and if there is no friendly fire well u have to live with it I guess.

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Posted by Anonymous on Tue, 02 Apr 2002 09:31:00 GMT

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i already posted this on another thread, but thought it more appropriate here. lol... quote:sorry, but once i get a crazy thought in my head, i just gotta write it down. picture the stoned dude at ww studios manning the harvy..."hey dev, this wall won't get out of my way... what do ya mean go around it!? no way man, i'm the mighty harvester man and i go around for nobody! move d@mn you wall! i'm gonna sit here and push on you until you crumble under my power! hey, i think it's movin' dev, come look!.. yes, it IS too, you ain't lookin' at it right!.. hey stop pushin' on me you stupid tank, i'm harvester man, i move walls and mountains!.. oh sh\*t, now i'm headed for this weird green stuff, gotta get back over to the hill for safety! watch me push this hill dev!.. dev, are ya lookin'????.....