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Subject: GDI,hourglass tactic/bug

Posted by [Anonymous](#) on Sat, 03 Aug 2002 22:35:00 GMT

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WW/EA knows about the bugs/exploits and they have yet to correct them. yeah they know they exist and they say they shouldn't be used but as long as they don't correct it and it remains it should be considered a valid tactic. This game simulates the war between GDI and NoD right? On the RTS single player games it wasn't fair at all but guess what...you got better and won right? (one side was always out numbered) Let them use these bugs/exploits, but make sure you get better and fighting to counteract them. This game simulates war and war is all about exploiting the enemies weak areas. You can't expect all the new players to visit these forums and read the rules WE made. If WW/EA made rules specfically barring these tactics then it would be a different story.

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