Subject: Get Out of Your Vehicle and Deal with the Enemy in your Buil
Posted by Anonymous on Fri, 02 Aug 2002 04:32:00 GMT
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Offcourse it's much safer when everyone in a vehicle can stay in. Everyone hopes for someone to come in and help so they can stay in. So it would be good, if everyone who came to aid would let know so others know whether to stay in or get out. If seen it happen lots of times when people get out when it wasn't nessicairy, there were enough people dealing with the enemies inside. People must have an insight on what to do. That goes for lots of situations in the game.If noone shows up or responds it's plain to see, you must GET OUT! Maybe spamming 'Get out of the vehicle' will ring a bell. Some people are just plain stupid or just have more fun flying/driving around then be able to buy another one. Same thing happens with people so fond of an enemy vehicle. They steal it and leave the enemy inside to destroy the building. [August 02, 2002, 04:35: Message edited by: [K4T] Justifier (B&D) NL]