
Subject: Single player too easy/ too short?

Posted by [Anonymous](#) on Wed, 03 Apr 2002 10:18:00 GMT

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well, its too short...as for the mutants: they shouldn't be so "alle over the place", i'd rather make em quite powerfull, but rare, adn really dumb, perhaps a brains and brawn duo; a big a** mutant with a special nod officer as a CO, nod officer is really smart, taking cover and such, but only has pistol, mutant has big ass weaponry but doenst understand that walls stop bullets better than his skin...
