
Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:26:00 GMT

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quote: for people who just bought the game, sp is a way to get used to the game and learn how everything works, when they cheat, they wont learn squat... then when they come over to the multiplayer side of things they are the god ****ed definition of n00bs.let them learn how to play by themselves or theyll never learn anything and say the game was crap koz it took 3 seconds to pass in sp, and they couldnt play the multiplayer koz they just purely suck That is such utter nonsense. The SP campaign has NOTHING in common with multiplayer games except for shooting at enemies in first person perspective - and if you haven't done that before you will be a newbie no matter if you play through the SP campaign or not. SP doesn't teach you anything about any of the mistakes most new players make - 30 mine limit, repair at MCT, not to repair enemies, how to destroy a building in one blow, how to penetrate defenses with APC rushes etc etc.Find a real argument against SP cheating! Oh, wait - there are none!
