
Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:23:00 GMT

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I was under the impression that there already was a lock on ur vehicles when you first buy them. I dunno if it's different in the real game, but in the demo I witness many newbies standing around the factory/airstrip trying frantically to steal other ppls vehicles, and they can never get in. Also, I personally am against the repair bay idea. It would cause alot less teamwork in this mainly teamwork oriented game. Additionally, it lends itself to certain cheap tactics such as sitting on the repair bay while driving off enemy forces. I like the lock vehicle against teammates idea alot, mainly because I get my vehicle stolen quite often by my stupid newbie teammates. [March 05, 2002: Message edited by: Konfuzed]
