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Subject: Re: LAN games with bots

Posted by [Oblivion165](#) on Mon, 11 Jun 2007 19:56:23 GMT

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havoc9826 wrote on Mon, 11 June 2007 10:53 During the time I spent on this map yesterday while I was supposed to be studying and writing essays, I found that there are three places that you get gang raped by about 6-10 enemies, and it's nearly impossible to get past them. The room outside the final down elevator in the dam, the first room of the power plant, and the power plant's MCT room get filled with a giant ball of enemies that you really can't do anything about, since you have no cover (especially in the narrow room before the MCT room), the Ramjet can only go through two units at once, and the volt rifle can't hit that many units at once, especially when they're blocking each other. This makes it virtually impossible to even get INTO the power plant, much less escape from it (which I have yet to do) and make it all the way back up to the top of the dam. If you die, by the time you get back there, they've all respawned. One good thing I noticed, however, is that if you keep yourself behind a wall and shoot one of them in the head with the regular sniper rifle before it shoots or speaks, the others might not notice, and won't come rushing at you until you mess up.

Also, just in case you're considering any more revisions (hehe), could you do something about the health drops? The stealth soldiers being the only droppers kinda sucks, because 1. you have to kill them from too far away to reach the powerup in time if you want to avoid a massive health loss, and 2. they drop too rarely, too weak, and often the wrong powerup (you need armor more than health most of the time). If you'd prefer not to adjust anything, that's ok, but I'll end up going crazy trying to beat it

Bot challenge man not moderately hard map that could be easier.

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