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Subject: Re: Eternal Silence 3.0?

Posted by [IronWarrior](#) on Sat, 07 Jun 2008 22:49:50 GMT

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Here is a screen shot of us holding the enemys shields room, was awesome.

I spent most of the battle, flying along the edges as a interceptor or bomber and doing attack runs on the converttes and killing enemy player ships, getting the hang of it now.

I think the shooting feels abit weird, doesn't feel like right, I agree, you really get the feel that you are in a enemy held ship when you rush through the hanger and run around rooms killing and avoiding the enemy players.

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