
Subject: Re: Project suggestion: Nod Soldier
Posted by [iRANian](#) on Fri, 30 Sep 2011 01:20:48 GMT
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I doubt this game had any serious online testing considering how overpowered Nod is and how many bugs this game had at release and even before 4.0. I mean how the fuck do you not notice beacons getting glitched and killing buildings when the player who planted them leaves? That's one of the first thing we tested during the TT private beta.
