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Subject: Serious bugs > Subjective balance issues

Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 02:10:16 GMT

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Then what's this topic for? Debating whether or not BlackHand Studios should take preference to bugs like the PT bug over othe things, which include balance issues, which include helicopters dieing to snipers. If you want PT bug fixings to come before gameplay balances, then shouldn't you provide adequate reasons for why it is more important than other things, like helicopters?

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