
Subject: Serious bugs > Subjective balance issues
Posted by [Javaxcx](#) on Sat, 15 May 2004 02:19:15 GMT
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Check Blazer's "list" topic at the top of this thread. Do you see PT exploits? I sure don't. I personally find it very agrivating when I'm trying to snipe someone on GDI in Mesa only to have them run back a few steps and get a full refill. This is but one bug I have off the top of my memory that needs to be addressed and that is not on Blazer's list.

Whereas your argument is that balance issues with snipers and aircraft need to be addressed first. Since your aircraft argument applies to only two official levels, and these exploits often appear in many various forms in almost every level, don't you think that fixing these ACTUAL flaws in the game should be addressed over the subjective idea that snipers are overpowered?

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