Subject: Stupid things....

Posted by Anonymous on Sun, 10 Mar 2002 14:00:00 GMT

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Argh, this ****ed me off so much! I was just playing a Multiplayer Practice to perfect my Flame Tank Rush. I kill off their Power Plant, Barracks, and AGT with the first rush. I also killed all their infantry. I come back the next time in a Stealth Tank armed with a Nuke Beacon too and I see a Mobius and Gunner sittin' around waiting for a piece of me! I kill em, thinkin that maybe I just missed them the first time. Then another Mobius and Gunner pop up. Stupid WW games, the AI doesn't even have rules. When you kill the barracks it should make the computer not be able to upgrade infantry too, like it says.

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Posted by Anonymous on Sun, 10 Mar 2002 14:08:00 GMT

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Its just a practice game anyways, stop being so angry.

Subject: Stupid things....

Posted by Anonymous on Sun, 10 Mar 2002 14:09:00 GMT

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Multiplayer practice is way too easy. First off I've never seen a NPC use a vehicle and second off I can rake in enough points with my sniper rifle to buy my way to victory. Fun but very weird..

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Posted by Anonymous on Sun, 10 Mar 2002 14:25:00 GMT

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Hes a little secret for better A.I., PLAY ONLINE! MPP IS JUST FOR THE BASICS AND TRYING THINGS OUT! [March 10, 2002: Message edited by: CrazyHavoc]

Subject: Stupid things....

Posted by Anonymous on Sun, 10 Mar 2002 16:46:00 GMT

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I know that, I'm not that stupid. I was testing out Raveshaw's Rail Gun and seeing how to best use a Flame Tank Rush.

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Posted by Anonymous on Sun, 10 Mar 2002 17:16:00 GMT

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Then why where you complaining then?

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Posted by Anonymous on Sun, 10 Mar 2002 17:55:00 GMT

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Compaining about MPP, tahts retarded. First and foremost its there so you figure out wat the hell to do. And all those words at the bottom tell you wat the hell to do. and about the enimies always stayin the same, its like that cause they want you to get used to killing the different player classes,...

Subject: Stupid things....

Posted by Anonymous on Sun, 10 Mar 2002 18:47:00 GMT

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The AI is soooooo bad in MPP. I can destory the whole base every time GDI or Nod.