Subject: FieldTS - a big mistake...

Posted by Vitaminous on Fri, 10 Dec 2004 02:30:08 GMT

AircraftkillerThe original Field is littered with insane problems ranging from base to base attacks, visibility errors, bad lighting and overall "lets siege for 30 minutes and not bother attacking while "snipers" try and get mega kills from the lameass tunnel system" each game.

FieldTS was made to remove those problems, and it does.

Negative Huston.