

## Ok, here it comes another one!

Posted by Tunes - 19 May 2010 18:10

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And they keep evolving!

[youtube:vtoog2wy][youtube:vtoog2wy]

Just awesome! If you can't find them, blow them hideout to cinders! YEAH

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## Re: Ok, here it comes another one!

Posted by Johannicus - 19 May 2010 21:08

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A game can brag about destructable enviroment all they want but its just destructable objects. When I can blow a crater in the ground and make my own hole in the rock Im gonna agree. But if its like in BC2 where walls can be destroyed but not wrecks and rubble it aint a destructable enviroment, just objects...

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## Re: Ok, here it comes another one!

Posted by EvilSaint - 19 May 2010 21:22

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Tbh at first destructive games was a good idea, but after you get to them in a MP scenario, it just gets annoying.. You hide in cover on BC2 to regen, and boom the wall blows up...

Looks ok, but nothing special.

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## Re: Ok, here it comes another one!

Posted by liger - 19 May 2010 23:13

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### **Johannicus wrote:**

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so you wanna play a METEORITE in an FPS?

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**Re: Ok, here it comes another one!**

Posted by Johannicus - 25 May 2010 21:28

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**liger wrote:**

**Johannicus wrote:**

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so you wanna play a METEORITE in an FPS?

No, think more like Red Faction. Thats destructable enviroment!!

[youtube:35m5dxbc][/youtube:35m5dxbc]

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