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Subject: My Response To C4Kitty's Tips

Posted by [Anonymous](#) on Fri, 26 Apr 2002 20:19:00 GMT

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A few tips on how to get recognition as a game-decider really easily: 1) take your team over yourself at every possible chance instead of trying in a usually-vain attempt to grab the glory for yourself only to be in the Top 20 on a meaningless ladder. 2) DON'T shoot just for the sake of shooting or you might fail to hear "GDI Advanced Guard Tower" under attack - kills aren't the most important thing in the world and nor is your d4mned ladder score - but, if you are shooting for the sake of shooting, chances are you don't care. 3) Given the choice between a harvester and an incoming TANK as a target, shoot the d4mn tank, as the harvester will be back numerous times - it'll take your opponent's stealth or flame tank a while for him to afford another. 4) NEVER do self-repairs outside the umbrella of your base defenses. Not only does having your tank stolen make you look like a dumbass, it also depletes your teams total number of vehicles producible. 5) \*the only one I actually agree w/C4Kitty on\* Learn to lead your targets. I know most of you can't grasp the fact that a 105-120mm shell doesn't get from point A to point B like it does in Q3 or whatever other game you play, but once you figure out the ability to move and shoot while leading a moving target you will be near invincible on the field. There's no real way to teach this, you just eventually learn.-----My callsign is DestruyaX. I could give a sh1t less about the ladder and whatever prizes I could win being in the top 3. My win/loss record is d4mned near 2:1 for every game I've played. Out of every ten games I play, I'm MVP in at least 5 and top 3 in every game. Why not more, as some repliers will ask? Because I take it upon myself to not only back up my teammates but to do their jobs when they choose not to. Given the choice of destroying a mammoth or taking a wounded Havoc/Sakura/Raveshaw back to base to repair and then ferry them back to a strategic place, I'd choose the latter instead of the former. I'm not selfish. It's my goal to shove the notion of teamwork down the gullet of every person I play with on every server I log onto whether they like it or not - either by selfless acts of valor or sacrifice, or by calling someone a f\*\*\*ing idiot. And for those of you who think I'm some ~950 ranked n00b, compare my stats average-wise to Vibranium, who most likely has either found a point hack or spends half of each day logged onto WOL playing this game. I'm proud of my 950 ranking because I worked for it. I worked for it by playing an eighth of the games Vibranium or the other chart-toppers played while maintaining a higher standard of excellence and professionalism without "slumming" to come on the games' forums and tell the plebes whom he/she thinks are "beneath" him/her how to play a game so they can get more personal glory. People who have played with me on their team either love me or hate me. Most people fall into the latter category because when I get on a server where my team is not meeting my expectations, I'm very vocal as to what needs to be done to rectify the errors. This message isn't for the Rambos, the chart-toppers, or the MVPs. This message is for the people who stay behind and mine, defend, and repair while their comrades pu55y-foot around like Pierce F\*\*\*ing Brosnan trying to get kudos. This message is for people who ferry wounded soldiers back to base rather than let them die just so they can destroy one more tank. This message is for people who get in the line of fire of a harvester getting pounded just so it has a better chance of getting back into base so your team can afford that beacon or that flame rush quicker. This message is for the people who stay behind in structures to make sure they don't die when getting pounded by artillery. This message is for someone who buys an APC/Chinook for a rush into a base with little chance for success JUST TO SEE IF IT CAN BE DONE. This is your message. This is OUR game. Don't let points dictate your life. The simple fact of the matter is that unless you become like a Vibranium, spending half your life playing Renegade just so a group of people you'll never ever meet give you props and switch to your

team, you're never going to be in the Top 20. Quite frankly, I think Westwood did a HORRIBLE thing by putting a ladder (WITH PRIZES, no less) on a game which is supposed to reward teamwork yet instead rewards Rambos who go against everything every C&C game has stood for - tact over force (except good ol' tank rushes - which definitely was the exception to the rule). Server owners - I beseech you - turn all your servers to unranked. We need to take away the incentive for people to sacrifice their team just for personal gain and glory. Maybe then, Renegade might just become the next big team game. H3ll, millions of people play CS every day and get nothing for being good players (not counting whether they hack or not). So don't listen to the C4Kittys and other self-proclaimed "stars" on how to play this game. If you truly like this game, you won't play it for points, since you'll never get as high as them without giving up a large portion of your life. Make Renegade your OWN game. Not someone else's, and don't play to win, play for the experience...and if playing for the experience gets you in a position where you can win, by God, TAKE it. I'm out.

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