
Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Sniper_De7](#) on Sun, 03 Jul 2005 17:05:46 GMT
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zunnie wrote on Wed, 29 June 2005 09:53Thats because the normal servers have gone boring for most people who play this game for a long time.

What are you talking about? I find that to be the opposite. Where did you get that fact from?

Can you tell me the reason for making you get more points in a server for shooting at buildings and god what else? other than the obvious fact you get more money. But why would that matter? You only change the very aspect of having money, because you only just have to pointwhore 'til you get 3000(which won't take very long), and that should last the entire game. I mean why in God's name is it more quote interesting endquote to get more points? Why is it more interesting to have the shotgunners be different colours? Harvesters? or Engineers that spawn obelisk guns that have more splash than my arty - inside a tunnel, and can kill in one hit - on CTF servers? Leave CTF to small deathmatch maps guys it's not meant for flying sbhs and god knows what else. I don't see a reason why people have to change every aspect to their liking and granted thinking it's better than the original. The money/points/colour was fine. They don't just make harvesters on the wrong team when they're making a game. Do you know why? Because it's fucking stupid. otherwise you'd see rainbow coloured SBH skins and purple helmets and little ribbons in sakura's hair.

The game was fine before hand and it's just as fine now. If you personally want creativity or "interesting" things, you could always download pretty skins.
