Subject: Re: Servers with crates
Posted by w0dka on Mon, 15 May 2006 15:06:26 GMT
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Goztow wrote on Mon, 15 May 2006 08:52Ma1kel wrote on Mon, 15 May 2006 09:06Well, I prefer playing a marathon game on the map Under and it's being going on for 10 hours, that both teams try to control the field to search for a Spy crate rather then spending another 10 hour before one teams is so bored that they give the other team victory.
Marathon games: another one of those jokes...

Right! I normaly play on "pure" servers, or mostly pure servers... (for example theKoss2 ...)

Crates are sometimes heavy unbalanced... a skilled player on Nod side get a railgun from such a crate...he was a SBh.... och (´volcano, without basedefense after 5 min. ...) lets say he got like 20 frags by covering a nuke a few minutes later...

or the stupid godcrate.... well lets say GG

or he spycrate.... on maps with basedefense its like a GG...

pure renegeda is the best mode... because there you need skill and teamplay... not a basicsoldier who kills my mammy with a PIC...

or SBH'S who run around with instakillweapons and onehit 1000cred. soldiers from stealth

these Sbh'S are a serios problem.... ever see a big game on weapon drop servers? if lets say 20 guys are Nod the there are sometimes 12 Sbh's who run around and wait that a tank blow up a mobius/havoc and then dont fight because they fear to lose their superweapon -.-

Marathon games:
I sometimes play on marathonservers...I hope that somewhere far far away in the future someone rekognize to teamplay.... really funny to see in Field 5 Havocs crying that noone create a rush and we all are n00bs...