
Subject: Re: Sour Egg Releases NoFear
Posted by [Blazer](#) on Sun, 21 Jan 2007 22:30:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Sun, 21 January 2007 06:16Blazer wrote on Sat, 20 January 2007 18:37JohnDoe wrote on Sat, 20 January 2007 09:49Blazer wrote on Sat, 20 January 2007 03:33Brightly colored c4 skins are the biggest advantage. This is coming from someone who dies from C4 blasts all the time, and who always tries to kill people with timed c4. I get owned all the time by C4 on the ceiling etc where its so hard to see, and this is by design...how it's supposed to be. People with bright throbbing c4 skins see it a mile away and always avoid it...huge advantage.

Well, you suck.

I don't know what's more sad. That it took you all day to come up with that reply, or that you obviously don't have an alternate point of view on the matter so just replied to show everyone that you agree with me.

You're reading a lot into that...lemme clear things up for you: Anybody that has played the game as long as we have, should seriously be able to spot C4 regardless of their color. After walking through like 3455345345435 PPs, I can't believe a shape that doesn't belong there will go unnoticed...but then again I'm talking to a guy who looks like a mole and at first couldn't understand why Stank sounds give an unfair advantage.

Obviously "anyone" can see a timed c4 laying on the floor, and usually even on a wall. I'm talking about timed c4 that is "cleverly" placed. Places like on the ceiling, on the edges of doorways, on the harvester, etc. People using spongebob and neon c4 mods see those 100% of the time.

I will refrain from responding to your personal insult/observation of my appearance, since you're one of those people who use personal attacks in an attempt to give their argument false weight I guess you can't help it.

I agree that stank sound mods are a cheat as well.
