
Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Goztow](#) on Mon, 25 Feb 2008 13:08:12 GMT

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JPNOD wrote on Sun, 24 February 2008 11:52CnC-Junk-E wrote on Sat, 23 February 2008 06:49i remember the days when we used to whore points of tanks and apcs with havs/saks.. especially on 50 player games when whoring was needed to win.. i dont rate it, i prefer the way it is now, its fair..

Style in gameplay changed (In a good way imo), not just in big 50 player servers, but also cw's and what not. Also don't forget that people were running Pentium 3 1 ghz or AMD birds, 4-5 years ago. Where people now have Dual, Qaud core's. Thus making it easier to play then playing with 7 fps. Which is really horrible. There wasn't really anything else you could do except using a tank and pointwhore. Using infantry with 5-12 fps is just not done. (With the exception of the sak) Because that was used as main whore item on maps like City, Walls.

It's funny to see people come back after 3 years and then see how they play, because you just have to grow in the gameplay. And not stay back how it was back then. Because if you use a sak right now as you would back in the day. Big chance youle get shot in the face with a med or that a Orca will come down on you.

Bigger chance of u getting !n00b 'ed .
