

---

Subject: Re: Who is the best Renegade player(s) nowadays?

Posted by [Spoony](#) on Tue, 07 Dec 2010 18:10:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

and you dodge yet another bucketload of things you were proven wrong and caught lying about, so i guess you get points for consistency

Hitman wrote on Tue, 07 December 2010 11:44so winning 4-1 vs u makes u the better player because u think people on your team only (every game appearantly) were afk...

excuse me, i wasn't the one who tried to use those games to prove a point. you were. all i've done is examine the evidence you were so fanatically eager to provide.

Quote:lol it was unpassworded for a reason u idiot

yes, and we've reconsidered that. for starters, we assumed that at least one of us - gozy or myself, for example - would have moderator abilities. but gozy wasn't around and there was a problem with my moderator rights, as well as with the teamspeak changer. (both of which are fixed now)

Quote:if i had to count every time i encountered a teammate of mine standing still in a building then i would not have hands enough to count em on

you're making this up again. the only game you can say this about is islands, and you know it.

Quote:u cannot expect people to be dedicated all that much if they might not even have known it was sort of an extra competitive game lol

we've said this sort of thing before.

Quote:i'll be lookin forwards to the next real match to see what your next excuse will be, hope it'll be somewhat better than this one because everyone can see that u simply just lost the games, and are trying to find every excuse possible to explain it

it's really sad how pathetic you are, hitman, as well as what a liar you've suddenly become. who would have thought this thread would have had such an effect on you?

you were always making excuses for your losses before we even did those lobbywars. usually it was "i wasn't trying", which makes your case weaker rather than stronger. by contrast, me pointing out that the game you were so eagerly boasting about was a 8v6, or that you were losing on field until it suddenly became 8v5... they aren't excuses for defeat, they're reasons. and we've all generally agreed that random public players going AFK is a big problem that must be addressed, and address it we have done. i'll also compare my reaction to this problem (in-game was just to carry on playing, and then to have a serious discussion about how to solve it after the games) to your team's enormous ragequit on islands when it was you who felt the effects of the problem instead of being the benefactors of it.

Quote:if you cant take your losses like a man, stick to argueing on the forum

if you note the difference between my reaction to those games and yours, this comment becomes very funny.

---