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Subject: Re: Jelly

Posted by [Gohax](#) on Thu, 28 Jun 2012 23:00:14 GMT

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nukchebi0 wrote on Thu, 28 June 2012 11:53 Quick synopsis of that Hourglass game:

Me: Buy stanks

Gohax: OMG BUY ARTY ARTY RUSH EVERYONE

Me: They aren't defending the sides, we should stank rush behind an apc

GOHAX: OMG ARTY RUSH EVERYONE

No one buys stanks, and everyone buys arty. Obviously we own the hill but aren't killing anything. I follow an APC rush with a stank and get the AGT down to half health by myself while the arty continue to hit the PP and Ref and ignore the repeated "Attack the base defenses".

Arty rush shortly thereafter and get trashed. After some piddling around:

Gohax: OMG STANK RUSH EVERYONE

me: I told you to stank rush earlier.

Gohax: OMG STANK RUSH EVERYONE

Stank rush luckily kills AGT with five GDI tanks in our face

me: That would have happened ten minutes ago if two people had listened to me

Gohax/others: lol no you don't know how to play i know everything lol

Then the same line of discussion escalated to all chat, with me on one side arguing rationally against a lot of idiots. I then got muted by manuel and kicked for TH or something.

So yeah, I wasn't being an idiot at all. I'll save that for when I accuse you of hacking.

This guy thinks he knows everything.

liquidv2 wrote on Thu, 28 June 2012 11:56 nukchebi0 wrote on Thu, 28 June 2012 13:53 me: That would have happened ten minutes ago if two people had listened to me

Gohax/others: lol no you don't know how to play i know everything lol

actually, the fact that your team held the hill kept GDI busy enough for your short-handed stank rush to actually do any damage at all

had your team given up on arties and done just stanks the chance that GDI would have been patrolling and found/stopped it would have been much higher

just sayin

Basically, what Liquid said is what happened. GDI already had tanks camped up in the front of their base. I called for an arty rush in hopes of getting their tanks to pull from the front and come on the hill (and maybe getting wf/pp/ref in the process). After their tanks came to the hill to stop the 5/6 arts on the hill, call for a stank rush and rush the side and gg. Though, this kid doesn't

think rationally and is one of those noobs that think a stank rush at any given moment of any given game will always work.

Also, bro, the reason why people listened to me was because 4 people that were in the Arts/stanks were in TS with me. Whenever the team sees 5 people getting something, the rest are going to follow.

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