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Subject: Spawn killing.

Posted by [Nukelt15](#) on Fri, 13 Feb 2004 23:36:10 GMT

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Spawnkills are extremely annoying, but unavoidable sometimes...when you're placing the game-winning C4/Beacon, the last thing you want to do is give the bad guy a fair chance to kill you, especially if they pop up right near you. In that case, it's acceptable- except, of course, on a server that does not allow base killing.

However, if you're just doing it for the whole game with the intent of racking up a high score on people who can't fight back (hey, people play the game to PLAY it, not to spend the entire game waiting to respawn again), then you need to find a game dedicated to doing just that- I suggest the old NES game "Duck Hunt."

Typekilling- you type at your own risk, no sympathy there. If you want to type in a safe place, truck your butt on back to your own base, get in as a passenger in a vehicle, something...just don't stand there playing target practice, or someone is going to pop your head like a cheap balloon. Find a safer place to do it- or better yet, don't talk at all, since if you're dumb enough to stand out in the open typing a rant, you're too dumb to speak coherently anyway.

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