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Subject: Titan's maps vs ACK's maps (split off)

Posted by [msgtpain](#) on Mon, 16 Feb 2004 19:23:38 GMT

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warrantoA small request to all the players to avoid "favortism". Try playing each map once, simply so you can give an accurate discription of what ones "suck" and which ones don't. Then play on the maps you want after that.

No offense to you warranto.. but "fuck avoiding favoritism"..

I'm so tired of this petty bullshit that I'll simply run maps from people that aren't assholes from now on; who cares which ones god likes the best.

For almost 18 months I've watched this same thing go on, and on, and on, and on.. Sadly, no one else can even make a post in these forums about a map without being hammered by the almighty; enough is enough.

I've played games most of my adult life, and I've enjoyed maps in UT like "CTF Bedroom" where everything was green-yellow-blue, square and basically ugly as shit.. But it was hella-fun to play, and definately offered a change in pace to the typical game style.

Those types of things have been attempted with Renegade also, but have always been ostracized by Aircraftkiller and his devoted followers (even though they themselves have exercized their own creative freedom as much as they like i.e.; Mars)

This thread was began as a simple, informative topic about a new map, and a new game style that many people have been waiting to play. Sadly the SECOND POST was nothing more than the continuation of the "ack is an asshole" saga.

Aircraftkiller, go play RenAlert, have fun, and enjoy life.. But you might as well move-on from The Pits now, you've worn out your welcome. If you decide to stick around, don't be surprised to see me delete "worthless shit" from you when posted on my forums, and pretty much ride your ass until you leave on your own..

that is all..

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