Subject: The Legends of Counter-Strike Posted by icedog90 on Wed, 02 Feb 2005 00:14:25 GMT View Forum Message <> Reply to Message

I've known about players like these before, but just finding this video makes me want to show everyone. If you think you're good, you're nothing compared to these guys... These guys are like the Terminator X, sent out for one purpose only:

To kill us all.

lol, anyways, here's the link to the movie. I know it's big (129mb), but it's worth it:

http://hoss.st0rmhosting.com/superplayers13.zip

Special thanks to Hossinfeffa for hosting this movie.

Subject: The Legends of Counter-Strike Posted by cheesesoda on Wed, 02 Feb 2005 00:30:12 GMT View Forum Message <> Reply to Message

You might want to warn everybody that it's 129MB.

Damn they're good.

Subject: The Legends of Counter-Strike Posted by prox on Wed, 02 Feb 2005 00:34:23 GMT View Forum Message <> Reply to Message

LOL, they're playing a bunch of noobs ...

Subject: The Legends of Counter-Strike Posted by Jaspah on Wed, 02 Feb 2005 01:01:57 GMT View Forum Message <> Reply to Message

0_0

Subject: The Legends of Counter-Strike Posted by Vitaminous on Wed, 02 Feb 2005 03:13:42 GMT View Forum Message <> Reply to Message

Pwnage connection.

Subject: The Legends of Counter-Strike Posted by Ferhago on Wed, 02 Feb 2005 03:51:05 GMT View Forum Message <> Reply to Message

Yeah they are really good. But prox is right the people they were playing sucked

Subject: The Legends of Counter-Strike Posted by IRON FART on Wed, 02 Feb 2005 03:53:33 GMT View Forum Message <> Reply to Message

HOLY SHIT THATS FAST.

The best I've ever gotten is 1.1MB/sec...But that was burst speed so it doesn't count.

I'll check out those maps.

Subject: The Legends of Counter-Strike Posted by Vitaminous on Wed, 02 Feb 2005 03:56:53 GMT View Forum Message <> Reply to Message

Wow, sucks to be you IRON.

Subject: The Legends of Counter-Strike Posted by Nodbugger on Wed, 02 Feb 2005 04:52:51 GMT View Forum Message <> Reply to Message

Not only were they playing crappy people, they were cheating.

One guy was flashed and some how killed 5 people all with head shots, other people were not even aiming and killed people.

And the most obvious one was that none of their cross hairs moved, now I know you say they turned of dynamic cross hair, well dynamic cross hair is small than that, plus it enlarged when they jumped, but not at any other time.

NodbuggerNot only were they playing crappy people, they were cheating.

One guy was flashed and some how killed 5 people all with head shots, other people were not even aiming and killed people.

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Somehow I KNEW one person would assume they were cheating. For one thing, if you pay attention the guy kills them while he's flashed by waiting until it says "Enemy: enemynamehere" and then he shoots. Simple logic. Also, I've killed more than one person while flashed, it's easily possible. Same goes for headshots.

Their crosshairs are moving, you have to look closely. I looked closely and I always saw them get big when they shoot and reduce afterwards.

Moral: It's OK if people are better than you; there is no need to assume that they cheat.

Quote:other people were not even aiming and killed people.

If you play Counter-Strike you'd know that not every bullet falls inside of your reticle.

Subject: The Legends of Counter-Strike Posted by bigejoe14 on Wed, 02 Feb 2005 07:20:37 GMT View Forum Message <> Reply to Message

They were probably killing newbies. That's how people like that get their kicks. Record themselves killing new people and then trying to pass it off as some kind of "m4d sk33lz" video.

Subject: The Legends of Counter-Strike Posted by icedog90 on Wed, 02 Feb 2005 07:25:21 GMT View Forum Message <> Reply to Message

There are hundreds of videos with players like these. Trust me, players even better than those get paid to play the game. They can't even play in public servers because people will just kick them or accuse them of cheating like crazy.

I don't know why everyone hesitates to believe that players can be and are this good... What's your valid point? Is it human nature for people to be like this?

People like that ruin good games.

Subject: The Legends of Counter-Strike Posted by Kingdud on Wed, 02 Feb 2005 11:42:42 GMT View Forum Message <> Reply to Message

1. Nice movie, although those frags could have been from cal-o people for all we know. Still though, those were some great frags.

2. That was on CS 1.5 in either LAN or low ping environments. That means that hit registry was correct (unlike in 1.6), low ping means hitboxes are ON the target instead of behind them, and they were scrims so everyone had basically the same equipment.

That equipment part is important to the pistol kills. When you see a huge blood spray it means they didn't have a helmet (might have had kevlar through). When you see sparks that means they had helmets. Those pistol kills would not have been as possible if they had been wearing helmets

3. If you think they are cheating, uninstall life. The flashbang one was probably the most skillful of them all. That guy learned not to panik when blind and to use whatever cheap trick he could to kill his opponent. I will admit the last 2 pistol kills were luck w/some skill.

4. I haven't heard of anyone from that video except p3t3r. LOL.

Peace out,

-Kingdud

Subject: The Legends of Counter-Strike Posted by Majiin Vegeta on Wed, 02 Feb 2005 16:03:33 GMT View Forum Message <> Reply to Message

wow

did those guns EVER loose accuracy?

Subject: The Legends of Counter-Strike Posted by icedog90 on Wed, 02 Feb 2005 20:07:15 GMT View Forum Message <> Reply to Message Well said, Kingdud.

Majiin Vegetawow

did those guns EVER loose accuracy?

One more post and you've reached your 2000th post, lol.

Subject: The Legends of Counter-Strike Posted by Majiin Vegeta on Wed, 02 Feb 2005 20:41:35 GMT View Forum Message <> Reply to Message

icedog90Well said, Kingdud.

Majiin Vegetawow

did those guns EVER loose accuracy?

One more post and you've reached your 2000th post, lol.

2000 posts

Subject: The Legends of Counter-Strike Posted by prox on Wed, 02 Feb 2005 20:50:32 GMT View Forum Message <> Reply to Message

AprimePwnage connection.

EDIT: Already done.

Subject: The Legends of Counter-Strike Posted by icedog90 on Wed, 02 Feb 2005 20:52:39 GMT View Forum Message <> Reply to Message

LOL, nice try Prox, but I had that too until a second later it went down to the average rate.

EDIT: Bleh, I believe this was my "1337" post... Well, anyways:

#1337 POST!!

Subject: The Legends of Counter-Strike Posted by Nodbugger on Thu, 03 Feb 2005 03:31:55 GMT View Forum Message <> Reply to Message

Since you refuse to admit their use of cheats how about this.

The videos were staged. Everyone has the same tag. And everyone seems to be right where the person playing thinks they are, they almost never do a double take, which you do all the time.

And you are wrong about the cross hairs, even when they shoot or crouch it does not change.

Subject: The Legends of Counter-Strike Posted by icedog90 on Thu, 03 Feb 2005 04:26:43 GMT View Forum Message <> Reply to Message

NodbuggerSince you refuse to admit their use of cheats how about this.

The videos were staged. Everyone has the same tag. And everyone seems to be right where the person playing thinks they are, they almost never do a double take, which you do all the time.

And you are wrong about the cross hairs, even when they shoot or crouch it does not change.

I'll state again. I looked through half of the movie so far and I am SEEING THE RETICLES MOVE WHEN THEY SHOULD. Put on some glasses, seriously.

Also,

icedog90I don't know why everyone hesitates to believe that players can be and are this good... What's your valid point? Is it human nature for people to be like this?

And you COMPLETELY missed Kingdud's point.

Subject: The Legends of Counter-Strike Posted by Spice on Thu, 03 Feb 2005 04:41:34 GMT View Forum Message <> Reply to Message

What I believe; I think it was staged, the player always knew where the enemy was. He would bust around the corner already shooting.

The reason his shots were so accruate because if you notice , Everytime they shot they ducked. Which increases your accruacy.

Subject: The Legends of Counter-Strike Posted by icedog90 on Thu, 03 Feb 2005 04:43:00 GMT View Forum Message <> Reply to Message

EXdeath7What I believe; I think it was staged , the player always knew where the enemy was. He would bust around the corner already shooting.

That could be a possibility, but the assumption of cheating is just totally ridiculous.

Subject: The Legends of Counter-Strike Posted by Spice on Thu, 03 Feb 2005 06:27:11 GMT View Forum Message <> Reply to Message

icedog90EXdeath7What I believe; I think it was staged , the player always knew where the enemy was. He would bust around the corner already shooting.

That could be a possibility, but the assumption of cheating is just totally ridiculous.

Yeah, Saying they were cheating is redicilous.

I'm more saying they just grabbed all the good video parts of them getting lucky and getting most of the players with headshots. Of course I'm sure they wouldn't post them of the plater missing every shot lol.

It kind of defeats the point of making the video in the first place.

I would like to see a full video of one of them playing a game. A good 6-7 matches. I'm positive they aren't as good as the video makes them out to be.

Me mutters n' rants to himself then resides to playing dragon ball z: Budokai 3, New video card tommorrow! Wewt!

Subject: The Legends of Counter-Strike Posted by icedog90 on Thu, 03 Feb 2005 06:41:11 GMT View Forum Message <> Reply to Message

Well, to tell you the truth, there are players that have mad skills and actually get paid to play, and I know there are videos for those too but I'm not sure where to find them. I've seen one of them at my friend's house a year ago.

Quote:there are players that have mad skills and actually get paid to play Sure, them and about 10,000 other Koreans. But I don't see them making any videos of themselves beating other people.

Subject: The Legends of Counter-Strike Posted by Majiin Vegeta on Thu, 03 Feb 2005 13:30:59 GMT View Forum Message <> Reply to Message

icedog90EXdeath7What I believe; I think it was staged , the player always knew where the enemy was. He would bust around the corner already shooting.

That could be a possibility, but the assumption of cheating is just totally ridiculous.

this is counter strike ...

most the people you play are cheating

Subject: The Legends of Counter-Strike Posted by icedog90 on Thu, 03 Feb 2005 18:49:28 GMT View Forum Message <> Reply to Message

I've only met about two cheaters the entire time of playing Source...

I think most of the accusations appear between the keyboard and the chair.

Subject: The Legends of Counter-Strike Posted by TheGunrun on Thu, 03 Feb 2005 20:22:48 GMT View Forum Message <> Reply to Message

isnt that server ur downloading from made by wilost0rm?

Subject: The Legends of Counter-Strike Posted by Jaspah on Thu, 03 Feb 2005 20:28:35 GMT View Forum Message <> Reply to Message

Yes, and it's a good server too.

Subject: The Legends of Counter-Strike Posted by Hossinfeffa on Thu, 03 Feb 2005 23:23:59 GMT View Forum Message <> Reply to Message

And it's free too. Well, at least for me it is. Glad you all like the download speed. But right now it needs the bandwidth reset.

Subject: The Legends of Counter-Strike Posted by Majiin Vegeta on Fri, 04 Feb 2005 01:20:28 GMT View Forum Message <> Reply to Message

icedog90I've only met about two cheaters the entire time of playing Source...

I think most of the accusations appear between the keyboard and the chair.

heh if i had a penny for everytime i have shouted bullshit.. i'd be rich i wish CS:S had a kill cam on it like Call of Duty has.. that was a really good feature would be nice to watch while waiting for the AWP campers to finish out camping eachother

Subject: The Legends of Counter-Strike Posted by icedog90 on Fri, 04 Feb 2005 01:59:02 GMT View Forum Message <> Reply to Message

Do you mean spectating?

Subject: The Legends of Counter-Strike Posted by glyde51 on Fri, 04 Feb 2005 02:02:47 GMT View Forum Message <> Reply to Message

Icedog, what servers are you on?

Subject: The Legends of Counter-Strike Posted by icedog90 on Fri, 04 Feb 2005 02:03:28 GMT View Forum Message <> Reply to Message

Renevo.

Subject: The Legends of Counter-Strike Posted by glyde51 on Fri, 04 Feb 2005 02:14:51 GMT Can you post the IP address of it? I can never seem to find it or connect to it.

Subject: The Legends of Counter-Strike Posted by Renx on Fri, 04 Feb 2005 03:31:16 GMT View Forum Message <> Reply to Message

He could of known where they were because those are the usual spots people take cover. Once you play the game for a while, you know where to expect people. Either you throw a flash in thre ahead of you, or come around ready to fire. If he had headphones, or the volume turned up really loud, he could hear their footsteps too.

Subject: The Legends of Counter-Strike Posted by icedog90 on Fri, 04 Feb 2005 04:17:45 GMT View Forum Message <> Reply to Message

I had my headphones on one night and I was able to hear footsteps from so far away... It was crazy.

Subject: The Legends of Counter-Strike Posted by IRON FART on Fri, 04 Feb 2005 04:44:28 GMT View Forum Message <> Reply to Message

Quote:

Sure, them and about 10,000 other Koreans. But I don't see them making any videos of themselves beating other people.

I don't know about videos for CS, but I know for a fact that there are tons of videos of people (Koreans) owning at that game. I don't play it or watch the videos, but I just know someone who does. He tells me that there are TONS of videos.

Subject: The Legends of Counter-Strike Posted by cowmisfit on Fri, 04 Feb 2005 11:55:14 GMT View Forum Message <> Reply to Message

Bandwidth Limit Exceeded

The server is temporarily unable to service your request due to the site owner reaching his/her bandwidth limit. Please try again later.

Apache/1.3.33 Server at http://www.hoss.st0rmhosting.com Port 80

Yeah, I didn't quite expect 4 GBs to go that fast in two days. So bandwidth needs to be reset.

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