
Subject: Map makers tactic
Posted by [Sensitive](#) on Fri, 09 Jun 2006 04:23:22 GMT
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for the peple that make maps, make a map that makes gdi the best like have everything. 5 agts and all. then for the otr team they should have nothing but a powerplant so ther screwed lol

id love to see this good tactic

Subject: Re: Map makers tactic
Posted by [PlastoJoe](#) on Fri, 09 Jun 2006 04:30:04 GMT
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But I'm sure that if you were on Nod you could win with your uber-1337 hacking skills, right? Off the cheat site you advertised under your other account?

You clearly don't know what you're talking about. Odds are you're a 13 year old kiddie who found Renegade in a bargain bin at a Wal-Mart, read the back of the box, and decided you were clever cause you knew what GDI stood for.

Go away.

Subject: Re: Map makers tactic
Posted by [Sensitive](#) on Fri, 09 Jun 2006 04:36:32 GMT
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dont be a asswiser quit telling me im him and I DONT CHEET ever online. Dicko, can we get real replyers and not renegade community heads up his a\$\$ replyers ok.
well its the best tactic so ur jelouse and i didnt buy this game at Walmart from the bin. I got it for christmas in a pack.

UR MEAN

Subject: Re: Map makers tactic
Posted by [Feetseek](#) on Fri, 09 Jun 2006 06:26:23 GMT
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Ok.... um, have you ever thought that players might leave when they're on Nod? or did you just think they would walk around and be tortured???

Subject: Re: Map makers tactic

Posted by [Goztow](#) on Fri, 09 Jun 2006 07:10:41 GMT

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Quote:You, sir, are an idiot

Subject: Re: Map makers tactic

Posted by [IronWarrior](#) on Fri, 09 Jun 2006 09:45:24 GMT

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Goztow wrote on Fri, 09 June 2006 02:10Quote:You, sir, are an idiot

Subject: Re: Map makers tactic

Posted by [M1Garand8](#) on Fri, 09 Jun 2006 11:13:42 GMT

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Yeah, favouritism to a particular faction makes the map balanced.

Subject: Re: Map makers tactic

Posted by [MexPirate](#) on Fri, 09 Jun 2006 12:17:39 GMT

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IWarriors wrote on Fri, 09 June 2006 04:45Goztow wrote on Fri, 09 June 2006 02:10Quote:You, sir, are an idiot

Subject: Re: Map makers tactic

Posted by [Sensitive](#) on Fri, 09 Jun 2006 14:33:56 GMT

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[BFF]pirate u sir, are an idiot not forgetting the rest of you. back on topic bout the tactic.

Subject: Re: Map makers tactic

Posted by [MexPirate](#) on Fri, 09 Jun 2006 14:46:25 GMT

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The tactic, is nearly as stupid as you - but not quite

Subject: Re: Map makers tactic
Posted by [JohnDoe](#) on Fri, 09 Jun 2006 14:55:48 GMT
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That guy is just acting like an idiot and gets a kick out of your reactions tbh.

Subject: Re: Map makers tactic
Posted by [IronWarrior](#) on Fri, 09 Jun 2006 15:15:37 GMT
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Sensitive wrote on Fri, 09 June 2006 09:33[BFF]pirate u sir, are an idiot not forgetting the rest of you. back on topic bout the tactic.

Can you get anymore thicker then you already are...

Subject: Re: Map makers tactic
Posted by [w0dka](#) on Fri, 09 Jun 2006 15:24:32 GMT
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[BBFPirate wrote on Fri, 09 June 2006 07:17]IWarriors wrote on Fri, 09 June 2006 04:45Goztow wrote on Fri, 09 June 2006 02:10Quote:You, sir, are an idiot

mhm...nothing to add... maybe its CHEAT not CHEET

Subject: Re: Map makers tactic
Posted by [OWA](#) on Fri, 09 Jun 2006 15:28:21 GMT
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Sensitive wrote on Fri, 09 June 2006 09:33[BFF]pirate u sir, are an idiot not forgetting the rest of you. back on topic bout the tactic.

That tactic wont work. If people are stupid enough to download your map and play it online well its tough for them. But there is only a 1:10000 chance that you will get a decent sized game on it. Everyone will be too busy playing the official maps and CP2 maps, oblivious of your unfair, unbalanced crap. Waste of a thread.

Subject: Re: Map makers tactic

Posted by [IronWarrior](#) on Fri, 09 Jun 2006 15:51:46 GMT

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one winged angel wrote on Fri, 09 June 2006 10:28 Sensitive wrote on Fri, 09 June 2006 09:33 [BFF]pirate u sir, are an idiot not forgetting the rest of you. back on topic bout the tactic.

That tactic wont work. If people are stupid enough to download your map and play it online well its tough for them. But there is only a 1:10000 chance that you will get a decent sized game on it. Everyone will be too busy playing the official maps and CP2 maps, oblivious of your unfair, unbalanced crap. Waste of a thread.

There are many stupid people in renegade, am sure they would slowly find each other and bask in their idiotic lifes on this stupid map.

Subject: Re: Map makers tactic

Posted by [Zion](#) on Fri, 09 Jun 2006 17:08:26 GMT

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1f y0u c4n r34d th15 th3n y0u r3411y n33d t0 g3t l41d!

forgove my "1337" speak, its not my first language. unlike someone(!)

Subject: Re: Map makers tactic

Posted by [OWA](#) on Fri, 09 Jun 2006 17:18:21 GMT

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IWarriors wrote Fri, 09 June 2006 18:08 There are many stupid people in renegade, am sure they would slowly find each other and bask in their idiotic lifes on this stupid map.

Has this map even been concieved yet? If yes then it sucks. Oh and your right about the idiots in renegade. Beacon spammers are my worst enemy along with n00b5 and the like.

Subject: Re: Map makers tactic

Posted by [Phazon87](#) on Fri, 09 Jun 2006 17:40:46 GMT

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First, you'd have to find someone retarded enough to make the map. Then you'd have to find a site retarded enough to host the map. Then you'd have to find people retarded enough to download the map.

Shouldn't be too hard in the current Renegade online community.

Subject: Re: Map makers tactic
Posted by [Titan_HQ](#) on Fri, 09 Jun 2006 18:21:05 GMT
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I cant beleive that people still post shit like this!

this thread is almost as good as the "become a mod!!" thread.

Sensitivefor the peple that make maps, make a map that makes gdi the best like have everything. 5 agts and all. then for the othr team they should have nothing but a powerplant so ther screwed lol

Yes then put all the decent players on the nod team so retards like you have a chance of winning.

Subject: Re: Map makers tactic
Posted by [IronWarrior](#) on Fri, 09 Jun 2006 19:09:10 GMT
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one winged angel wrote on Fri, 09 June 2006 12:18IWarriors wrote Fri, 09 June 2006 18:08 There are many stupid people in renegade, am sure they would slowly find each other and bask in their idiotic lifes on this stupid map.

Has this map even been concieved yet? If yes then it sucks. Oh and your right about the idiots in renegade. Beacon spammers are my worst enemy along with n00b5 and the like.

Yep, well like a eailer post, no one is gonna be stupid enough to make that map, though that idiot could pay me to make it, wouldnt take long, 5 minute job to add and disable some crap, nice little way to earn some money. lol

Subject: Re: Map makers tactic
Posted by [OWA](#) on Fri, 09 Jun 2006 19:31:16 GMT
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Thats the way.

Subject: Re: Map makers tactic
Posted by [PlastoJoe](#) on Fri, 09 Jun 2006 20:45:35 GMT

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Quote:Quote:Quote:Quote:You, sir, are an idiot
I'm glad to see something of mine caught on.

Subject: Re: Map makers tactic
Posted by [Dave Mason](#) on Fri, 09 Jun 2006 23:50:09 GMT
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M1Garand8 wrote on Fri, 09 June 2006 12:13Yeah, favourtism to a particular faction makes the map balanced.

HE NEVR SED HE WANTID IT 2 B BALANSED GAY HEAD!!!!

Subject: Re: Map makers tactic
Posted by [M1Garand8](#) on Sat, 10 Jun 2006 00:24:17 GMT
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Yeah, and I was being sacarstic.

Subject: Re: Map makers tactic
Posted by [Dave Mason](#) on Sat, 10 Jun 2006 15:07:45 GMT
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M1Garand8 wrote on Sat, 10 June 2006 01:24Yeah, and I was being sacarstic.

Don't tell me you thought I wasn't?

Subject: Re: Map makers tactic
Posted by [Sensitive](#) on Sat, 10 Jun 2006 20:06:39 GMT
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If i coud make maps id go make this one i think i will.it can make a interestin game.

Subject: Re: Map makers tactic
Posted by [Dave Mason](#) on Sat, 10 Jun 2006 20:11:53 GMT
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k

Subject: Re: Map makers tactic
Posted by [Dover](#) on Sat, 10 Jun 2006 21:40:58 GMT
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Sensitive wrote on Sat, 10 June 2006 13:06If i coud make maps id go make this one i think i will.it can make a interestin game.

HAHA GDI PWNT YOU NOD WE ARE TEH 1337! NOD SUX! WE PWNT YOU WITH 8 MAMMOTH TANX AND YOU GUYS HAD NO MONEY BECAUSE OF NO REFINARY LOL!!

Interesting game? Hardly. Even with the regular maps, the most boring kind of game is the kind where you already know the winner.

Subject: Re: Map makers tactic
Posted by [IronWarrior](#) on Sat, 10 Jun 2006 22:01:32 GMT
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Sensitive wrote on Sat, 10 June 2006 15:06If i coud make maps id go make this one i think i will.it can make a interestin game.

Subject: Re: Map makers tactic
Posted by [agent_CDE](#) on Sun, 11 Jun 2006 02:07:57 GMT
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This isn't even a fucking tactic, for crying out loud.

Tanks to the flanks and artys over the hill is a tactic.

LOL LETS MAEK A MAPS WHER GDI HAZ INSUNRT KIL GUNZ ANMD IMPENTIRIBLE SHEIDS 4 THEIR BASE ND NOD HAZ UNDERWAREZ LOLLOLOMGROFL is not a tactic.

I swear, I'm starting to think this guy is being this dumb ON PURPOSE.

Subject: Re: Map makers tactic
Posted by [OWA](#) on Sun, 11 Jun 2006 10:20:14 GMT
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agent_CDE wrote on Sun, 11 June 2006 at 03:07This isn't even a fucking tactic, for crying out loud.

Tanks to the flanks and artys over the hill is a tactic.

LOL LETS MAEK A MAPS WHER GDI HAZ INSUNRT KIL GUNZ ANMD IMPENTIRIBLE SHEIDS 4 THEIR BASE ND NOD HAZ UNDERWAREZ LOLLLOMGRFL is not a tactic.

I swear, I'm starting to think this guy is being this dumb ON PURPOSE.

I agree. He would have to play it on LAN by himself if he made it. No one would play it online. It would be funny if he forgot to setup manual teaming and ended up on Nod. A victim of his own ideas

Subject: Re: Map makers tactic
Posted by [IronWarrior](#) on Sun, 11 Jun 2006 11:59:53 GMT
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one winged angel wrote on Sun, 11 June 2006 05:20agent_CDE wrote on Sun, 11 June 2006 at 03:07This isn't even a fucking tactic, for crying out loud.

Tanks to the flanks and artys over the hill is a tactic.

LOL LETS MAEK A MAPS WHER GDI HAZ INSUNRT KIL GUNZ ANMD IMPENTIRIBLE SHEIDS 4 THEIR BASE ND NOD HAZ UNDERWAREZ LOLLLOMGRFL is not a tactic.

I swear, I'm starting to think this guy is being this dumb ON PURPOSE.

I agree. He would have to play it on LAN by himself if he made it. No one would play it online. It would be funny if he forgot to setup manual teaming and ended up on Nod. A victim of his own ideas

HHAAAAAAAAA.

Subject: Re: Map makers tactic
Posted by [Sensitive](#) on Thu, 15 Jun 2006 16:12:35 GMT
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k so its not a tatic.....alrite than maybe this is a bad idea.but you got to admit it would be interesting to see a map like this

Subject: Re: Map makers tactic
Posted by [Titan_HQ](#) on Thu, 15 Jun 2006 16:37:58 GMT
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Sensitive wrote on Thu, 15 June 2006 17:12k so its not a tatic.....alrite than maybe this is a bad idea.but you got to admit it would be interesting to see a map like this

No not really!! if your Nod, u cant win, if your GDI u are guaranteed a win!! ITS A WASTE OF TIME.

I got to admit, ur brave admitting your wrong in these forums.

Subject: Re: Map makers tactic
Posted by [agent_CDE](#) on Thu, 15 Jun 2006 23:05:36 GMT
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Sensitive wrote on Thu, 15 June 2006 12:12k so its not a tatic.....alrite than maybe this is a bad idea.but you got to admit it would be interesting to see a map like this

No, but it would be intresting to dissect the creature that would be stupid enough to make a map like this and find how it functions without a brain.

Subject: Re: Map makers tactic
Posted by [OWA](#) on Fri, 16 Jun 2006 10:26:23 GMT
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agent_CDE wrote Fri, 16 June 2006 00:05No, but it would be intresting to dissect the creature that would be stupid enough to make a map like this and find how it functions without a brain.

Lolz yeah. He would probs start making the terrain outta plasticine or something, eating it every now and again.

Actually, you probably wouldnt find a brain in those creatures, just air and a few magic beans.

Subject: Re: Map makers tactic
Posted by [Dave Mason](#) on Sat, 17 Jun 2006 16:29:28 GMT
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Titan_HQ wrote on Thu, 15 June 2006 17:37Sensitive wrote on Thu, 15 June 2006 17:12k so its not a tatic.....alrite than maybe this is a bad idea.but you got to admit it would be interesting to see a map like this

No not really!! if your Nod, u cant win, if your GDI u are guaranteed a win!! ITS A WASTE OF TIME.

I got to admit, ur brave admitting your wrong in these forums.

What's a wrong? Yuo carnt get no maek sens!

Subject: Re: Map makers tactic
Posted by [Kamuix](#) on Sun, 18 Jun 2006 02:04:03 GMT
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I'm probably stupid enough to go and make this map.

Subject: Re: Map makers tactic
Posted by [agent_CDE](#) on Sun, 18 Jun 2006 06:05:30 GMT
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Kamuix wrote on Sat, 17 June 2006 22:04!m probably stupid enough to go and make this map.

Do you have any allergies to high-strength surgical anesthetics?

Subject: Re: Map makers tactic
Posted by [JeepRubi](#) on Sun, 18 Jun 2006 21:27:42 GMT
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Sensitive is definatly moee.

Moe tactic: BOCOME E E H MOD E H N T E N U C N L E I K K I K P E P L E T H A T B E E T Y O U !

Sensitive tactic: M A K E H M A P D E T H A S L O Z A S T U F F 4 G D I T E N Y O U A R E G D I !

Subject: Re: Map makers tactic
Posted by [Lijitsu](#) on Sun, 18 Jun 2006 22:41:21 GMT
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Um, thank you? I think we figured that out a few days ago, though.

Subject: Re: Map makers tactic
Posted by [JeepRubi](#) on Mon, 19 Jun 2006 22:29:56 GMT
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Just making it blatently obviouse.

Subject: Re: Map makers tactic
Posted by [danpaul88](#) on Tue, 20 Jun 2006 13:50:55 GMT
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heres an idea for a map: cnc under but with a special spawner where anyone called sensitive

spawns 500 meters above the tiberium field.....

Subject: Re: Map makers tactic
Posted by [OWA](#) on Tue, 20 Jun 2006 16:01:55 GMT
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Lol good one. Oh and its got to be blue explosive tiberium.

Subject: Re: Map makers tactic
Posted by [gufu](#) on Wed, 21 Jun 2006 01:04:28 GMT
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Or tiberium veins.... make him respawn as bike! And give it zero ammo!

Subject: Re: Map makers tactic
Posted by [IronWarrior](#) on Wed, 21 Jun 2006 02:08:38 GMT
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Nah, better one, make him spawn as white, so everyone on each team can kill him.

Subject: Re: Map makers tactic
Posted by [OWA](#) on Wed, 21 Jun 2006 21:00:06 GMT
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If he was coloured white though that would indicate civvy status or even surrender. Oh well. Nod doesnt take many prisoners anyway

Subject: Re: Map makers tactic
Posted by [Lijitsu](#) on Wed, 21 Jun 2006 21:33:26 GMT
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Yes they do. PoWs, they convert them or turn them into Cyborgs, and program them to serve Nod. Same thing with civilians.

Subject: Re: Map makers tactic
Posted by [danpaul88](#) on Wed, 21 Jun 2006 22:40:53 GMT
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well, we could program him not to speak...

Subject: Re: Map makers tactic
Posted by [Lijitsu](#) on Wed, 21 Jun 2006 23:30:44 GMT
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Yeah, but he would still exist. However good not having him speak, or type for that matter, would be, he would still exist.

Subject: Re: Map makers tactic
Posted by [danpaul88](#) on Thu, 22 Jun 2006 16:04:20 GMT
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yes, that is one fatal flaw in that idea...

Subject: Re: Map makers tactic
Posted by [Lijitsu](#) on Thu, 22 Jun 2006 17:51:27 GMT
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But, y'know, most test subjects don't last very long. Especially if it's a Tiberium test they're being subject to.

Subject: Re: Map makers tactic
Posted by [OWA](#) on Thu, 22 Jun 2006 19:33:02 GMT
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Ok. Chuck him in the Viceroid pit

w00t! 100th post!

Subject: Re: Map makers tactic
Posted by [Dover](#) on Tue, 27 Jun 2006 16:24:18 GMT
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The banhammer should've whacked this guy a long time ago...

Subject: Re: Map makers tactic
Posted by [PlastoJoe](#) on Tue, 27 Jun 2006 17:56:10 GMT
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It did.

Crimson wrote on Sun, 25 June 2006 18:51I banned Sensitive, and this IS the off-topic forum.

Subject: Re: Map makers tactic
Posted by [Dover](#) on Tue, 27 Jun 2006 17:58:50 GMT
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Then wtf?

Subject: Re: Map makers tactic
Posted by [PlastoJoe](#) on Tue, 27 Jun 2006 18:00:26 GMT
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Beats me. People keep posting.

Subject: Re: Map makers tactic
Posted by [JeepRubi](#) on Thu, 29 Jun 2006 03:08:42 GMT
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Quote:for the peple that make maps, make a map that makes gdi the best like have everything. 5 agts and all. then for the othr team they should have nothing but a powerplant

No

Subject: Re: Map makers tactic
Posted by [Tzar469](#) on Tue, 11 Jul 2006 04:41:44 GMT
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Jeep Rubi wrote on Wed, 28 June 2006 22:08Quote:for the peple that make maps, make a map that makes gdi the best like have everything. 5 agts and all. then for the othr team they should have nothing but a powerplant

No

I agree. That is a stupid idea.

Subject: Re: Map makers tactic
Posted by [Veyrdite](#) on Tue, 10 Oct 2006 09:24:57 GMT
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will everyone stop picking on this poor person, he tries to express his ideas and you lot cant handle anything out of the ordinary. if you hate him this much you might as well stop posting anything else that puts him under presure.

if i was him i would lock this or delete all of this subject so people don't just use it as a complaining bin.

i am surprised the moderators havent been here and cleared everything up.

Subject: Re: Map makers tactic

Posted by [EvilWhiteDragon](#) on Tue, 10 Oct 2006 11:17:23 GMT

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Will you please not digg up topics that are a few month old ?
