Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 03:37:00 GMT
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Make a strong and decisive attack on airstrip/factory. Now the enemy team can't buy aircraft anymore !!! They will play the old way, and try to c4 and beacon your face as usual... In the meantime your team will continue to play with a max of aircrafts :- go up- go downoops the central is dead !!! I didn't see it coming   - go up- go down- just fire a few missile in the air and on the walls just because it's fun...oops the tiberium refinery is destroyed ! But what the fokk my team is doing ?- go up- go down- open fire on a little infantry unitHey did u see how this little foker ate my bullets ??? I 'm the strong and powerfull AIRWOLF !!!! oops ! our airtsrip/factory has blown... I will avenge this ! I head for the base alone because i'm the strong and powerfull AIRWOLF !!!! oops ! Sniped... dead...S h i t ! i can't buy aircraft, i must play as normal, and we lose = no fun : i quit the server.   Seriously, i hope there will be more and more air maps. Because only 2 maps make the aircrafts rares : so everyone want to drive them. If they were standard units, people soon get tired of aircrafts and will search to win as usual, and will play not only to have fun...   [April 19, 2002: Message edited by: n00by 0ne Ken00by]

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 03:51:00 GMT
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LoL.....I saw that yesterday... I was in a heli. With 6 7 others and sawa enemy adv engi running to the hand of nod.So all our heli rushed to the hand of nod to defend. So there where flying 6 or 7 heli's around the hand of nod. Everybody could see the engi placing the c4. Nobody got out of the heli offcourse to disarm them..Hand Of Nod Destroyed.... I already knew what everybody thaughts where... ohh doesn't matter we can still buy heli's...LoL

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 05:41:00 GMT
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Yea, on City in a 4v4 game the entire team had Orcas. I drove into the power plant and dropeed a beacon. No one even returned to their base to take a look.Didnt want to get out of their mighty Aircraft.

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 06:07:00 GMT
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Situation. Any map in the middle ground.1 havoc/sakura, raveshaw/sydney(pic) or Mobious/Mendoza vrs hotwire/tech or engi the 1000 dollar character is shooting away at the 350/0 character at the waist or chest or legs (or my fav crotch) and the engi has his pistol out. 3 headshots and boom down goes 1000 character out comes the worst curse words in the book and

claims of CHEATER! ASSHOLE! HE SHOULD BE BANNED! Uh guys all it takes is 2 or 3 headshots to down any infantry target, why dont you guys get this.

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 07:07:00 GMT
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i dunno

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 07:35:00 GMT
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quote:Originally posted by Halbrad:Situation. Any map in the middle ground.1 havoc/sakura, raveshaw/sydney(pic) or Mobious/Mendoza vrs hotwire/tech or engi the 1000 dollar character is shooting away at the 350/0 character at the waist or chest or legs (or my fav crotch) and the engi has his pistol out. 3 headshots and boom down goes 1000 character out comes the worst curse words in the book and claims of CHEATER! ASSHOLE! HE SHOULD BE BANNED! Uh guys all it takes is 2 or 3 headshots to down any infantry target, why dont you guys get this.Well, any one of those first 3 should be able to take out an engineer(regardly of where they hit em) before he's close enough to get in any exact head shots. Hotwire/tech can probably take one shot without being killed, but stil.. I also think it takes more than 3 head shots to kill some of those units, unless you're at point blank range. I always try for head shots unless I'm using a rocket launching troop. It's too easy to miss someone, so I usually aim at their feet if I have to fight infantry.

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 07:54:00 GMT
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The chances of you landing a 1/4 mile headshot with the pistol is low enough as it is. If he's stupid enough to disregard his armor/health going down, then hey maybe you can. Aside that, the distance you are away from them factors in too. I think it's their way of working in "real trajectory". If you shot and your bullet dropped (gravity), you wouldn't be able to hit anything. You'd realize your pistol is useless at any high distance. So just realize that it takes more than 3 headshots at distance

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Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 08:21:00 GMT
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well im a very good shot with a pistol and well mainly the only ones i have done effectively is havoc/sakura and pic sidney/raveshaw. ya a mobious/mendoza is sort of hard to do if someone is

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a moron. but close range if you circle the other 2 you can easily avoide the shots from the slow moving stuff. I just dont get the poeple cursing me out for a fair kill.

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 09:49:00 GMT
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First of all, i downloaded and installed the patch fine. The part that is not working is that everytime I try to Play Renegade, A message comes up saying that for the patch to work, I have to restart my comp. I did, but then I try to play and i get the same message. I restart, and get same message. Anyone know what to do?

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 09:54:00 GMT
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Keep restarting it for hours on end over and over againHave fun!

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 09:57:00 GMT
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Thanks anyway but I got it to work!

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 10:22:00 GMT
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quote:Originally posted by Halbrad:well im a very good shot with a pistol and well mainly the only ones i have done effectively is havoc/sakura and pic sidney/raveshaw. ya a mobious/mendoza is sort of hard to do if someone is a moron. but close range if you circle the other 2 you can easily avoide the shots from the slow moving stuff. I just dont get the poeple cursing me out for a fair kill.my problem is that the other guy won't stop jumping around so i can shoot him. how in the world do they expect me to kill them properly when they won't stay still!!??

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 11:43:00 GMT
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quote:Originally posted by Halbrad:Situation. 3 headshots and boom down goes 1000 character

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Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 14:42:00 GMT
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quote:Originally posted by I hate the French:my problem is that the other guy won't stop jumping around so i can shoot him. how in the world do they expect me to kill them properly when they won't stay still!!??   You sir, are an idiot.

Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 15:36:00 GMT
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quote:Originally posted by Halbrad:Situation. Any map in the middle ground.1 havoc/sakura, raveshaw/sydney(pic) or Mobious/Mendoza vrs hotwire/tech or engi the 1000 dollar character is shooting away at the 350/0 character at the waist or chest or legs (or my fav crotch) and the engi has his pistol out. 3 headshots and boom down goes 1000 character out comes the worst curse words in the book and claims of CHEATER! ASSHOLE! HE SHOULD BE BANNED! Uh guys all it takes is 2 or 3 headshots to down any infantry target, why dont you guys get this.that is SOOO true, i killed so many havocs/sakuras/sdny (pic)/raveshaw/mendoza/mobius with just a PISTOL after a while even when i am mendoza i ocasionally take out my pistol   so he aint lieing, its soooo fun doing that, EXEPT... when u do it to the host, then they sumtimes get mad and boot ya out

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Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 15:37:00 GMT
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quote:Originally posted by ZTankMuncha: You sir, are an idiot.   YES, I AM!!!But you aren't!