
Subject: LAG RULES :D

Posted by [Anonymous](#) on Tue, 28 May 2002 18:54:00 GMT

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LAG can get you sooo many more kills than usual I LOVE LAG

Subject: LAG RULES :D

Posted by [Anonymous](#) on Tue, 28 May 2002 19:00:00 GMT

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?? u got issues, lol

Subject: LAG RULES :D

Posted by [Anonymous](#) on Tue, 28 May 2002 19:00:00 GMT

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whoohoo! go lag... I guess....

Subject: LAG RULES :D

Posted by [Anonymous](#) on Tue, 28 May 2002 19:13:00 GMT

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<--- Has Issues! (KoRn's CD Issues of course.)

Subject: LAG RULES :D

Posted by [Anonymous](#) on Wed, 29 May 2002 01:17:00 GMT

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i hate lag.yes it can give you extra/easy kills.but it can also be the other way around.like today:
C&C_Under, 12 health, got away through tunnels, being chased by an Nod infantry, got out of the
line of fire, AGT stared shooting with guns, then got killed while the Nod infantry was standing
inside the tunnel...
