Subject: Sick of f***ing public servers Posted by Anonymous on Thu, 11 Apr 2002 16:53:00 GMT View Forum Message <> Reply to Message

quote: Originally posted by destruyax: Ok, I am hereby stopping playing Renegade on open servers - after just guitting a game where the entire team went tech while snipers and tanks had field days with the base, I am hereby f***ing SICK of playing with n00bs. No orders were being heard because this "Kimball" f***er had discovered the joys of the CTRL & ALT voice commands and was flooding, add that to the fact that there were THREE, COUNT THEM, THREE GDI snipers picking off people with reckless abandon for 21 minutes because no one saw fit to try and eliminate them...and...f*** it - it's p***ing me off just thinking about it again. Kimball1962: "HEY, HEY GUYS, HOW DO I TALK. GUYS? GUYS HOW DO I TALK???" Mind you, this was in the middle of a f***ing flame rush on Hourglass*. Twice. *(And we were GDI on defense with two tanks (one mamm, one medium) - because someone had seen fit to let our weapons factory die in the first 7 minutes.) Maybe it's just because I'm a military man and it's my instinct to want to command. And when people do stupid f***ing things, I go ballistic. It happens in every team-based game I play - yet in Tribes 2, at least I always played with people I knew, and I was (and probably still am) the best Thundersword and Shrike pilot in the game.So, no more public servers for me. Never again. I'm too touchy a person do deal with so many idiots in such an enclosed space. I still think the air units are gonna make things worse. Since they're so easy to wax, idiot n00bs are gonna feed them to enemy defenses and they'll win just through points.BUT HEY, it's JUST A GAME, WHO CARES IF YOU LOSE IF YOU'RE A N00B!?!?P.S.: I'd appreciate someone recommending me to some good clans or good passworded servers. I'm a ****ed good vehicle driver, recon, infiltrator, marksman, demolitionist, and prefer Nod.I feel your pain, man.why cant they just have theur asses kicked to hell?