
Subject: Re: Tons of kills in Crazy Capture the Flag.
Posted by [Jecht](#) on Mon, 29 Aug 2005 01:00:09 GMT
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cheekay77 wrote on Sat, 27 August 2005 12:55meeee2yo wrote on Sat, 27 August 2005 00:38this was about crazy ctf right, i am in the right topic, I hope dear god.

Anyways, I actually like ctf. It's just a great game for the ego. I remember when I first started playing this game, (less then a year ago) I went into the crazy ctf server, and was like, holy crap this sucks. I left. Got more familiar with the game, now I am doing very well at it. there are things to remember.

1. the n00bs will always shoot at the sbh that are on their team. this is bad, but always happens. They see themselves at gdi, but see a sbh, and cannot resist.

2. The people that get the sbh, hover around the laptop, then pick up the tech rifle are idiots, and should be shot. (but aren't since you do not see them) that combo should be unbeatable in the right hands. even a sbh without the laptop (ability to fly) is killer. but the flying just makes it better.

3. I am always near the top in the points (top three) and almost never leave my base (spend 80% of the time in the base). just sit back and shoot at everything that comes my way. when i get to 5000 credits, I get the tech, kick back in the airstrip or barracks and just snipe away. I love it when another tech comes into my base and i pick him off. 50% of the time it's a newbie, or a n00b (doesn't matter I kill them all), and all that money he just saved up to come into the enemy base and kill everyone with one shot kills, gone. great explosion as well.

4. It cannot be taken seriously. When playing with good players will never see who shot you, so there is alot of bs, or where were you. never really any ns, or the like.

5. Do not play this and try to capture the flag. I know this is the object of the game, but c'mon, you get so and so points for taking and getting the flag, but 4000 points for killing a tech, one of the last few games I played, we were gdi, and were over 10000 points behind with less then 1 minute left to go. me and another tech got into sniping positions in the enemy base, just would kill the techs as they came out of buildings. Won the game in seconds. they kepy getting techs lol. if they would stay as basic infantry they would have won, if they would have just stayed in the buildings, they would have won.

6. It seems that every game someone is under the map. the only time I earned respect for someone doing this is when he somehow was visible (caught in the wall it looked like) and asked me to kill him (and had not killed anyone while under the map). only could see his gun, but it was respectable, since you sometimes do fall off the map.

7. the best thing is when someone in a vehicle runs over a powerup, it pulls you from the vehicle, but locks you in place, you cannot move, leave or reenter the vehicle, you are like half in half out.

8. If you have read all of this then please accept my apology, I normally do not play ctf, much less crazy ctf, but for some reason being a medium fish in a small pond is nice. angina9 is me,

hemroids9 is my best friend, and as all my other friends become good enough, you will see more 9's in the future, If they ever get good enough. I am also researching on setting up a new server, a pure server, no powerups, no extra vehicles with changing properties, etc etc. just a plain jane server, and not using my computer as a server.

sad day for us adults in the group, We are old enough to be your fathers. (that is anyone under 15)

title mrpirateAnd once you turn 12 you can realize how mind-fuckingly stupid Crazy CTF is.

pwnt by cheekay.
