
Subject: WS supporting cheating?

Posted by [DaveGMM](#) on Mon, 03 Mar 2003 07:36:37 GMT

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SencneS Well some skins are good others are not so good. I use skins that enhance the game..

The bikini Hotwire, the firetouched buggy, and the tatooed Sak. Those enhance the game. I see no problem with skins like these.

However pink havocs.... neno green stealth tanks... those just spoil the game. I remember being a sbh running across the map then standing still for a second to see what was up ahead. No was around me no was shoot at me or splash damage. I was sniped I saw where the bullet come from it was across the map.

That's just cheating. If any mod, or skin gives you an edge over anyone else in the game it is a cheat. Plain and simple. We all hate B2B on island.. Most servers boot for it some BAN. It's considered a cheat. Whats the difference here?

An MRLS using a map defect to have an advantage in the game.. or someone with the ability to see stealth from across the map. Different it's doesn't take a mod or skin to B2B and we call that cheating. If you consider people with pink havocs and neno-green or even no stealth suits NOT cheating then you better let B2B happen. Otherwise your a hipacrit.

SencneS

On the bright side, Deth_Islands eliminates the GDI base to base.
