
Subject: Re: What happen to this game?

Posted by [DutchNeon](#) on Fri, 28 Sep 2007 13:55:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Titan1x77 wrote on Thu, 27 September 2007 22:19I joined a marathon server, fnfalls...

People don't know how to play this game anymore, they complain about attacking the enemy's base (points), complain about holding the field, while someone keeps buying tanks to "mass" build them.

It's a shame the day is gone where people worked together to destroy the other teams base, instead of bitching about people trying to hold the field and kill tanks while keeping engineers in the HON repairing.

I understand they get credits, and I'm going to kill every shiny stank that sticks its nose out, so I honestly don't see a point in sitting around while they build 30 med tanks for a rush 30 mins later...

To each their own, but that should work both ways instead of kicking someone who knows how to play, and is only helping his team.

well, after about 20 mins of boredom, I grab a Sydney and kill all the med tank shells...lol

Back to a better server I go, wish "The Pitts" was still around

ps. they had about 30 meds for 10 players, go figure

Huh, You dont know how to play this game, as you point out that with points.. Points dont have a meaning at marathon servers as it ends only at a ped beacon or killing and enemy base, only will turn in a MVP for the point whore, like you (if they were complaining about you attack enemy buildings). And 30 shells mostly have a meaning too --> More shells --> More mass waves. But still, Marathon servers end up being camp war thus a mass is needed to end the game or it will go on forever (possible complaining about attacking enemy buildings as they had no ref).
