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Subject: Re: Skins are for fags?

Posted by [Goztow](#) on Sat, 17 Oct 2009 07:42:05 GMT

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R315r4z0r wrote on Sat, 17 October 2009 04:53

Also, if you strictly follow the guidelines of what an 'advantage skin' is, then "making the game look better for me," is considered an advantage in itself. :V

I disagree. The standard skins for characters and vehicles are quite bright themselves. Bright red and bright gold. It's not hard to make something look better but less / just as bright for these.

The moment people start to putting colours on timed c4 and beacons, however, that's different.

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