
Subject: Re: Suggest games

Posted by [slosha](#) on Thu, 31 Dec 2009 22:43:01 GMT

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Dover wrote on Thu, 31 December 2009 15:14 Glock~ wrote on Thu, 31 December 2009 12:26
Dover wrote on Thu, 31 December 2009 01:38 Glock~ wrote on Wed, 30 December 2009 20:58
Dover wrote on Wed, 30 December 2009 22:10 Glock~ wrote on Wed, 30 December 2009 14:58
And yes, everything in that game is over powered.

Maybe you should stop blaming the game and stop sucking? Unless you want to be doomed to scrubdom forever.

Have you even fucking played the game? Are you even capable of having a discussion or is all you can resort to is insulting people because you're a fucking idiot?

I'm not resorting to anything, just pointing out what you're doing. The game is what it is. You might say it's overpowered, but who the hell are you? It won't conform to you, so either you can conform to it or you can shut the fuck up.

I can see that you haven't even played it. The developer has the responsibility to design levels where there aren't a million places to hide, and I mean that almost literally. They also have the responsibility to balance out the weapons, kill streaks, and perks. All this bullshit they put into it, to please the casual fucks, really makes the game unenjoyable to the real gamer.

You can say all the shit you want, but I do NOT need to conform to a poorly designed game. Call of Duty 4 was just fine, but they obviously changed the way they make games. You can claim that the game is fine, but obviously there's no getting through to you, since you seem to think you know what you're talking about.

You say two opposing things here. On one hand, you claim that MW2 is more casual-friendly, and this adversely affects the game. On the other hand, you complain about powerful guns and camping, putting you right at the level of everyone who gets their ass kicked at Counter-Strike. Scrubs like you have been complaining about camping since before the internet began, and I'm sure whatever weapon it is you hate so much is probably analogous to the AWP (Which, for the record, isn't overpowered. If it was, then CS wouldn't have the vibrant competitive community it does).

The proper response to you and your kind is always the same; deal with it or shut up.

I'm not saying opposing things at all. They made the game easier for casuals by making guns super deadly, which in combination with a heart beat sensor, campers are unstoppable, and putting camping spots everywhere. Now, I know there's camping in every FPS, but what you don't get is that's all the game is. Not to mention they left stopping power in the damn game, but there's no juggy. MW2 is not in any way, shape, or form Counter-Strike. You can't defend MW2 if you have never played it.

Please, play the game then come back and try and argue with me.
