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Subject: Yay for deathmatch!

Posted by [addseale2](#) on Wed, 22 Dec 2004 22:03:34 GMT

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Ph33r my still 1337 scorez...

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Subject: Yay for deathmatch!

Posted by [bigjoe14](#) on Wed, 22 Dec 2004 22:24:03 GMT

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Subject: Yay for deathmatch!

Posted by [Aircraftkiller](#) on Wed, 22 Dec 2004 22:41:00 GMT

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Below 1.0 is bad.

1.0 is decent.

2.0 is average.

3.0 is good.

4.0 is great.

5.0 is awesome.

6.0 is amazing.

7.0+ is elite.

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Subject: Yay for deathmatch!

Posted by [Naamloos](#) on Wed, 22 Dec 2004 22:45:32 GMT

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I had 8.0 on one of those maps once... Killing AI bot's isn't hard, just stay out of their range.

Exept those damn AI SBH are so uber annoying...

Edit: It may have been 8.1...

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Subject: Yay for deathmatch!

Posted by [addseale2](#) on Thu, 23 Dec 2004 00:02:43 GMT

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Why the hell does everyone assume I bothunt.

THIS WAS A HUMAN DM FFS...

And as for the way I go, providing my K.D, I normaly suicide into the enemy taking quite a few down with me.

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Subject: Yay for deathmatch!

Posted by [TheGunrun](#) on Thu, 23 Dec 2004 00:14:37 GMT

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lol

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Subject: Yay for deathmatch!

Posted by [GoThX](#) on Thu, 23 Dec 2004 04:01:17 GMT

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yup that is human dm buuuut just get a light tank and you are set really

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Subject: Yay for deathmatch!

Posted by [addseale2](#) on Thu, 23 Dec 2004 04:35:11 GMT

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Never used the tank either, Killed four of the fuckers though =)

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Subject: Yay for deathmatch!

Posted by [Naamloos](#) on Thu, 23 Dec 2004 08:20:10 GMT

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Oh, well some of em use bots.

I also suicide with C4 a lot, or set traps around corners :twisted:

But score systems are unbalanced for vehicles on those server sided maps, you get 1000 points for damaging and destroying one with the right weapon

I got so many points once people thought i cheated, and wasn't running RG they sead, while i was... XD

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