
Subject: Re: Lost my ReneVirginitY tonight
Posted by [Spoony](#) on Sun, 30 Sep 2012 16:51:11 GMT
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Hitman wrote on Sun, 30 September 2012 08:54: pretty funny how someone can get so upset over a game he doesn't even play anymore
not upset, just take a dim view of dishonesty and poor sportsmanship, and you've got way too much of both these days. quit trying to make me the bad guy, you lied and got caught, stop trying to wriggle out of it; just makes you look even more a pathetic little bitch

Quote: as i said, i might have phrased it wrong
* might have lied and got caught

Quote: i said that quite a lot of posts ago, for the 100th time: what i was trying to point out is that it doesn't take much to turn a game around in a 1v1 situation, u can think it was a retarded point, and sure enough it definitely wasn't the best one out there but like i said before you completely overreacted and turned this into a giant thing because u didn't understand what i even posted the screenshot for in the first place, i even said if it were all a 1v1 in your supposed 1v1 server that doesn't exist, in which i stole your flamer, that still wouldn't make me better in 1v1's, that would just prove my point as to why i think it's not a good type of game with the playercount that low. Cheer up then, cos nobody plays wallsfly 1v1, and neither did we... fucking idiot

if the point you were trying to prove was

-a- wallsfly is absolute shit for 1v1

or

-b- a game with more than one person on a team is not a 1v1 and therefore open public servers are not the environment to play a 1v1 in

then you might be on to something (i could've told you that seven or eight years ago but gj catching up) and yes that wallsfly game might have been admissible as evidence; you wouldn't even need to edit it, or lie about what happened, as you did.

instead you want to use a game in a public server which was not 1v1, on a map which is not played in 1v1 because of how ridiculously unbalanced it is, to prove 1v1's suck? there's stupid, there's bloody stupid, and there's you

Quote: and sure, field is 'fair', on a 1v1 game i guess (gdi still has upperhand tho), which is probably why 1v1's were generally not played other than on that map
how do you know GDI has the advantage on field 1v1?

btw we're talking about after i fixed the pointsbug and disallowed harv block, both of which you opposed at the time, and also let's not forget the system of playing both sides.
