Subject: I would like to thank...
Posted by Beanyhead on Sun, 10 Aug 2003 04:25:02 GMT
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I would like to thank everyone who came to MMN. It was a blast! Filled up in the first 10 minutes or so... It's been going for 6 hours, and there is still people in it!

We'll be having another MMN next Saturday night, I'll give you guys the info on Wed. probably...

- Beany.

Subject: I would like to thank...
Posted by Infinint on Sun, 10 Aug 2003 04:30:08 GMT
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i would have come but im only 56k so i would be downloading for a few years

Subject: I would like to thank...
Posted by PsY on Sun, 10 Aug 2003 04:42:25 GMT
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I went for 3 games and in CCX my game crashed...very strange.

Subject: I would like to thank...
Posted by John Shaft Jr. on Sun, 10 Aug 2003 06:50:52 GMT
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You welcome beanyhead. It was very fun. Looking forward to next Saturday.

Subject: I would like to thank...
Posted by Infinint on Sun, 10 Aug 2003 06:59:21 GMT
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how if i sent you one of my mods how long would it be till it was in a mod night?

Subject: I would like to thank...
Posted by General Havoc on Sun, 10 Aug 2003 10:14:08 GMT
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I wish someone would do a European MMN as I always miss out being in the UK. If anyone has a

European server and wants to do a MMN that would be good. I know moonlightshakers have custom maps but they don't always try out new ones and also they have normal maps in the cycle.

Subject: I would like to thank...
Posted by Xtrm2Matt on Sun, 10 Aug 2003 13:00:49 GMT
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General HavocI wish someone would do a European MMN as I always miss out being in the UK. If anyone has a European server and wants to do a MMN that would be good. I know moonlightshakers have custom maps but they don't always try out new ones and also they have normal maps in the cycle.

..I'm in the UK, just change the servers dumbass :rolleyes:

Also, there were way to many n00bs and shit in MMN last night, sorry but if its like what it was last night i won't be attending again

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Subject: I would like to thank...
Posted by General Havoc on Sun, 10 Aug 2003 13:29:26 GMT
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I'm not the dumbass :rolleyes: . MMN is held at night (Hence Mod Map Night) and it's early morning when they normally play over here so I either only get chance to play one map or the latency is too bad. Thats why i was asking if anyone could do a European MMN.

Subject: I would like to thank...
Posted by Try_lee on Sun, 10 Aug 2003 14:20:38 GMT
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There already is, although it's on GSA.
Look in the mod forum for more details.

Subject: I would like to thank...
Posted by Fraga on Sun, 10 Aug 2003 14:21:33 GMT
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It was great fun , Gobi wasnt that brilliant though, lol DMCenter was the ownage, anyways it was good fun , Youll see me there next week

dOoMFrAgA

Subject: I would like to thank...
Posted by Mobius on Sun, 10 Aug 2003 16:01:45 GMT
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I didn't do too badly and it was a lot of fun. It was 5am here when I finally called it a day.

Subject: I would like to thank...
Posted by Blade Monkey on Sun, 10 Aug 2003 16:39:29 GMT
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Very fun, especially those C-4 Throwing Contests.

Subject: I would like to thank...
Posted by Halo38 on Sun, 10 Aug 2003 19:34:12 GMT
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MobiusI didn't do too badly and it was a lot of fun.

Agreed, I dropped by when some people finally decided to leave

Suggest removing Caverns, DM_Center was great!

6 am when I called it a day   left because I had the wrong version of Bunkers_TS fell asleep while down loading

Subject: I would like to thank...
Posted by Krazyfoxx on Mon, 11 Aug 2003 14:58:36 GMT
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Thank You! I only got to play a couple games (last half of Seaside Canyon & CTFCY), but I had a blast too . Hopefully next week I'll have more "game time". It was cool seeing some of the forum people there like beanyhead, mobius, shaftjr, UKsXtrmX and others since I don't seem to run into people I recognize from here that often. Being my first time playing a CTF map I found it very intense and I was just wondering if, in games like that, the prefered tactic is always everyone throwing C4 and waiting to rack up kills? Personally I think it would be more fun if using C4 was not an option and kills were dependant on shooting skill alone. Anyone else feel that way?

Subject: I would like to thank...
Posted by Fraga on Mon, 11 Aug 2003 15:20:12 GMT
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DM_Center was the ownage when someone layed an Ion and I disarmed 8D I got MVP by like

Subject: I would like to thank...
Posted by Beanyhead on Mon, 11 Aug 2003 15:26:43 GMT
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KrazyfoxxThank You! I only got to play a couple games (last half of Seaside Canyon & CTFCY), but I had a blast too . Hopefully next week I'll have more "game time". It was cool seeing some of the forum people there like beanyhead, mobius, shaftjr, UKsXtrmX and others since I don't seem to run into people I recognize from here that often. Being my first time playing a CTF map I found it very intense and I was just wondering if, in games like that, the prefered tactic is always everyone throwing C4 and waiting to rack up kills? Personally I think it would be more fun if using C4 was not an option and kills were dependant on shooting skill alone. Anyone else feel that way?

Yea, I think if I make another CTF map; or another version of CTFCY, that I'd go ahead and disable mines.