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Subject: Repair-whores ruined the game

Posted by [lpityU](#) on Tue, 22 Mar 2011 17:27:28 GMT

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I quit Rene-gay'd about a year ago because I was tired of n00b engineers delaying the game. Even worse was the n00b server admins who would boot you for 'team hinder' when you tried to stop the whores.

Here is what I mean;

Barraks is gone, wf is gone, ref is gone, all vehicles an special inf are gone... and you have 8 techies and engees repairing the pp for no good reason. The game is effin over losers - lets roll to a new one. But these tards are repairing away as if shooting the gizmo gun is the best part of their day. OK, maybe there is a miniscule chance for a miracle - but it aint worth waiting for 20 effin minutes. Ffs! What is fun about that!?!?

Meanwhile the other team has switched ro snipers and are just phukin around.

Then after waiting just short of a half hour you decide enough is enough and you try to stop the repair-tards... So the lame-ass server mod kicks you for 'team hinder'. Why not kick the point whores delaying the effin game? This became the norm for 50% or more of the games I played.

I also got a bit irritated with the noob-servers with 200 mines and base defenses galore. Also the maps with 80 or so people playing - enough to assure that there are never enough vehicles and the map never ends. It almost becomes a mmog! Those servers were lame, but at least those games I could choose not to join.

I am wondering lately if the community finally wized up to the fact that repair whoreing is not fun and ruins the game for everyone. I suspect not and wouldnt be suprized if the community is a fraction of what it once was. Too bad if so - it used to be fun before the whores took over.