

## Lego man

Posted by Flear - 21 Apr 2011 21:43

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I was playing on the wcs server, in cs\_office where a terrorist was the race "Lego Man". He locked himself into the room where the projector and 2 hostages were. He didn't block the pathway fully in there, he let 1 tiny crouch spot open, so he didn't break any rule. He was standing on the other side with the m3 shoutgun shooting everyone trying to get in. We didn't manage to kill him, but if we luckily did, we wouldn't be able to complete the objective since the hostages were stuck inside.

It was getting pretty annoying playing and being unable to complete the objective of the map. So I guess there could be made some kind of rule against this??

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## Re: Lego man

Posted by FroggyFace - 25 Apr 2011 19:40

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That might help,

some people block the doors so the CT won't be able to reach the hostages

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## Re: Lego man

Posted by Gimp - 26 Apr 2011 15:04

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pretty sure that was me. if it was m3ntoz gave me a tellin and i promised i wouldn't do it again

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## Re: Lego man

Posted by substick - 26 Apr 2011 16:10

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I wish it would force people to change from restricted races whenever they joined a map as the restricted race because it is so annoying having a lego man blocking the teleporters on awp\_crazyjump and other maps.

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