Lego man

Posted by Flear - 21 Apr 2011 21:43

_____

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 luckly 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 agianst this??

==

Re: Lego man

Posted by FrogyFace - 25 Apr 2011 19:40

_____

That might help,

some people block the doors so the CT wont be able reach the hostages

==

Re: Lego man

Posted by Gimp - 26 Apr 2011 15:04

_____

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

==

Re: Lego man

Posted by substick - 26 Apr 2011 16:10

_____

I wish it would force people to change form 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.

==