

## Frag limit

Posted by DreamState - 28 Jul 2008 21:24

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I've reduced the fraglimit to win a map to 50 - 80 just seems too much for most maps. I altered the map vote to allow three extensions of the frag limit (by 10 each time) to 80.

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## Re:Frag limit

Posted by DreamState - 28 Jul 2008 23:12

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Played with this set lower tonight and it seems to keep things moving a little more. Some maps might need to be reduced a little further (blackhawkdown).

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## Re:Frag limit

Posted by Luckie - 29 Jul 2008 00:19

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quite like reduced frag limit but i think it's reduced too much, how about 60 kills instead?

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## Re:Frag limit

Posted by Slayer - 29 Jul 2008 20:54

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You da man, Big man

I just LOOOOOOOOOOOVE deathmatch!

Its freakin awesome.

Its the same as when I first started playing GG

Deathmatch is the new black.

Thats what cool ppl say so im told:P B)

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## Re:Frag limit

Posted by Galli - 30 Jul 2008 20:15

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slayer said: Thats what cool ppl say so im told.

Lmao did u mean Old!!!! muhahaha

rofl.. just kidding m8... ur hip to the hop... fresh!!!!!!

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