Legoman

Posted by hupa - 04 Jan 2011 22:03

This race is so abusable that it's not funny. Sixture(or something) and that genesis guy (mentoz knows) was abusing it the other day by going into a small room and closing every entrance so no one could get to them. We kicked the genesis guy out couple of times but he still didn't stop. And it can be used to block the bomb spot too like the genesis guy tried. I have a like 5 second demo of him doing it. With status if you want it.

When mentoz logged on we(at least 4 people) told him what had happened, he didn't do anything even though he said everything genesis did was against the rules. I HOPE it was due to the lack of evidence, not because genesis was licking his behind (server admin can check the logs of what happened).

I guess this turned out to be a rant over mentoz, sixture and genesis. But it would be just easier to remove this race to prevent future abusals.

regards,

pöhnähupa

PS. I know the genesis is a clan. I don't intend to make the name bad and one rotten tomato doesn't.... I just cant remember the guy's name.. it started with a C.. ciciiciii something

PSS. Had to check the name not to give genesis bad fame. Its " 'Genesis/CiSCii ". Blame him!

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Re: Legoman

Posted by M3ntoz - 05 Jan 2011 20:45

Pooky wrote:

Sorry for all the inconvenience , never expected the players on the wcs server would be so childish...

Pooky

+1

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Re: Legoman
Posted by blaZe- - 05 Jan 2011 22:10

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I propose not give permanent ban for the first time for using serpent wards where is not allowed or abuse with lego man. This is my opinion, if you want to do this (first time 1 day, 2nd time one week and 3rd time one month) for abuse.

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Re: Legoman
Posted by Pooky - 06 Jan 2011 09:24

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I understand your point of view.

But first of all, it's hard to monitor the wcs server as it is, if we go banning people like you suggest, we'll have to make a special database just to know how many times a person has done something wrong with wards/lego man etc xD

Second of all, we'll obviously won't ban players who are new on the server and use serpent wards in a wrong way.However, players which have been with us for a few weeks / months should know the rules by now . If those people are still doing stuff which isn't allowed, then they're just provoking us and asking for a longer/perm ban...

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Re: Legoman
Posted by Grim4118 - 30 Jan 2011 18:42

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will this race get blocked any time soon?? People keep abusing it.

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Re: Legoman
Posted by M3ntoz - 30 Jan 2011 18:53

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Grim4118 wrote:

will this race get blocked any time soon?? People keep abusing it.

cooldown already has been set higher.

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Re: Legoman
Posted by Grim4118 - 30 Jan 2011 19:04

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can the race be blocked on certain maps? i have noticed the races like cowboy and ranger of the woods (i think) are blocked on maps like scoutknives. Can Legoman be restricted on these maps as well?

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Re: Legoman
Posted by sh4dowr - 01 Feb 2011 17:48

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actualy i think this might help
like maps with bombsites or tight maps

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Re: Legoman
Posted by Grim4118 - 01 Feb 2011 17:49

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yeh it should definately be blocked on crazyjump. last time i was on sum idiot put a block on the teleport and every1 got stuck in it -_-

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Re: Legoman
Posted by sh4dowr - 01 Feb 2011 17:52

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yea i had that too, twice now
im gettin sick of it

actualy i think the rule has to be that you may block one entrance if the site you're blocking has 2 or more entrances.

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Re: Legoman
Posted by M3ntoz - 01 Feb 2011 18:44

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sh4dowr wrote:

yea i had that too twice now 😵
im gettin sick of it

actualy i think the rule has to be that you may block one entrance if the site you're blocking has 2 or more entrances.

quote from rules: "- Don't block all pathways by using abilities (you most leave at least one way to get to you)

- Don't block "special areas" with abilities (teleports,bombsites,hostages)"

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