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Frag limit Posted by DreamState - 28 Jul 2008 21:24
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.
Re:Frag limit Posted by DreamState - 28 Jul 2008 23:12
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).
Re:Frag limit Posted by Luckie - 29 Jul 2008 00:19
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
You da man, Big man
I just LOOOOOOOVE deathmatch!
Its freakin awesome.
Its the same as when I first started playing GG
Deathmatch is the new black.

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