TWKgaming.com - TWKgaming.com Generated: 14 December, 2025, 00:12 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? Re:Frag limit Posted by Slayer - 29 Jul 2008 20:54 You da man, Big man I just LOOOOOOOVE deathmatch!

Its freakin awesome.

Deathmatch is the new black.

Its the same as when I first started playing GG

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TWKgaming.com - TWKgaming.com Generated: 14 December, 2025, 00:12 Thats what cool ppl say so im told:P B) Re:Frag limit Posted by Galli - 30 Jul 2008 20:15 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!!!!!!