

DeathMatch Glossary

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TACTICS

SNIPPING: Stradagy in which the player finds a reletivly safe area on all but one side, from that side he will "in quake" turn zoom up to max and carefully blow the crap out of unsuspecting enemies.

CAMPING: Well, if you've heard the phrase "DIE <BLEEP+ING> CAMPER!!!!" you may know what one is, but if you don't, a camper is someone that finds a place near impossible to reach and to shoot, and camps out there till someone comes by, then they open fire with all guns (usually a rockett launcher).

SCOUTING <1>: The first definition of scouting is only used in team/team up games, one person goes running around and see's what's been picked up and what to expect, immediatly followed by the rest of the team in a pack.

MANUVERS

Spinning Twist: basic and flashy maneuver, the player jumps (usually from above) and just turns around really fast, slightly confusing the openent, especialy if the spinner has a rockett launcher, the rockett seems to comre from his back.

Zig Zag: AHH from the old days of doom! still in use today, but people have learned their way around it now (most people <G>). Any way, in this, you simply go left and right back and forth while running forward.

DFA<1>: Death from above, sorta. You jump from some place like the bridge in E1M1 to behind someone who just ran by, and blow a hole in there back.

STRADAGIES

Packs: Teamplay stradigy, all members stay in a tight pack, allways in the same room, or cllost by, 1 or 2 acting as gurads occasionaly, not particulay helpful against grenades though.

MOVES:

Walk: uhm press the up arrow, this is a slow moving forward motion, you didn't know??!?!?!?

Run: Shift+Walk, normaly about twice as fast as walk, slightly harder to aim.

Strafe: Very Very Very useful move, side stepping right or left, best to dodge rocketts and such, you don't learn this, YOU ARE IN DEEP CRUD!

Circle Strafe: Strafeing around a single entity, very useful, not many can get someone doing this to them, since they seem to always be behind them. *VERY* useful

"GET OFF ME!" no name for this yet, it has only been easily do-able in quake, this is when you jump onto someone's head from a higher ledge, then look straight down and blow of their head.

MISC TERMS

Health Hog: someone that runs around, hurts them selfs, and then picks up all the Health Around.

If you see any mistakes, errors, misplacements, or have anything to add, please tell me and I'll correct, add, modify, change etc.

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Well, my name on any server is DarkVein, if you see me, please say hi, and i do ##### about lag.

well, i will tile quake world comes out :)