Notices

Things are finally in motion here. If you're wondering why you can no longer post, it's because the forums have gone into archive mode. Our new forums can be found over at Guild Wars 2 Guru!

We'll see you there! :)

CLOSED

Page 3 of 6 < 1 2 3 4 5 > Last »

Thread Tools | Display Modes

Apr 05, 2006, 02:09 PM // 14:09 #41

Prefectus
Lion's Arch Merchant

Join Date: Mar 2006
Location: New Jersey
Profession: N/

Advertisement
Disable Ads

IWAY loves you man
But congratz thats a lot of work sence the "run away" nerf

Apr 05, 2006, 02:13 PM // 14:10 #42

Rayne Nightfyre
Wilds Pathfinder

Join Date: Dec 2005
Guild: Acolytes of Lyssa [AL]
Profession: Mo/A

"Farming deaths..."
What's this game coming to? Last I heard people were all over farming XP and gold and things like that...but deaths...? -_- I guess I was completely out of line in trying to *avoid* dying. But oh well, if that's the cool thing to do, might as well join 'em.

Congrats I suppose.... :)

Edit: Now, wouldn't it be more of a respectable accomplishment if you could show proof of beating Hell's Precipice without dying one time? And that means actually playing through the game, not getting ran the whole way. On my Elementalist, I was able to keep a death-less record until Thirsty River. Even that was hard.

Last edited by Rayne Nightfyre; Apr 05, 2006 at 02:17 PM // 14:17..

Apr 05, 2006, 02:18 PM // 14:18 #43

sh4ft3d
Wilds Pathfinder

Join Date: Oct 2005
Location: A long time ago, in a galaxy far, far away
Guild: Frank Ocgott To Munk [Fgtm]
Profession: W/

LOL. That must have taken dedication

Apr 05, 2006, 02:57 PM // 14:57 #44

Rayne Nightfyre
Wilds Pathfinder

Join Date: Dec 2005
Guild: Acolytes of Lyssa [AL]
Profession: Mo/A

It did, it wasn't too hard until around the Jungle area. A few times when situations got bad, I fled from the battle. :) I wish I still had the screenshot of my Ele standing in Annoon Oasis with the text "You have died 0 times." That was way back in July/August of '05, my Ele was my second character.

Edit: Here's a screen of my highest death count out of my characters (my Warrior):

Last edited by Rayne Nightfyre; Apr 05, 2006 at 11:15 PM // 23:15..

Apr 05, 2006, 11:36 PM // 14:36 #45

dark_humar
Academy Page

Join Date: Jan 2006
Guild: Nemesis
Profession: R/Mo

I hope this is a joke ....

Apr 05, 2006, 02:46 PM // 14:46 #46

Allejl
Forge Runner

Join Date: Jan 2006

I'm amazed by all the pointless things people do...

Apr 05, 2006, 02:48 PM // 14:48 #47

thor hammerbane
Forge Runner

Join Date: Jun 2005
Location: Dark Side of the Moon
Guild: Fat Kids Are Hard To Kid[Hab]

Wow...emo monk....

Gj...i guess

Apr 05, 2006, 03:13 PM // 15:13 #48

sovSauceNR1ce
Frost Gate Guardian

Join Date: Feb 2006
Location: Tampa, Fl
Guild: [pRO] Pride Fighters
Profession: Mo/A

all u need to do is to get a 55 monkand die a few times then get the 0 health and when u respwan sumtimes there monsters around so they kill u instainly... then justt leeave your comp on haha

Apr 05, 2006, 03:27 PM // 15:27 #49

Tigers Anger
Academy Page

Join Date: Jan 2006
Guild: Master Casters [MC]
Profession: R/Me

get a 55 mo/me with illusion of weakness. stand outside ember light camp and aggro all monsters there and run to when you are at computer, spam illusion of weakness, and when ur not the hydras shud just own u...

Apr 05, 2006, 04:14 PM // 16:14 #50

Jules
Lion's Arch Merchant

Join Date: Jul 2005
Guild: Xen of Sigils [XoO]

That's pretty impressive.

Apr 05, 2006, 04:19 PM // 16:19 #51

SilentAssassin
Wilds Pathfinder

Join Date: Dec 2005
Location: Texas
Guild: Remnants of Avalon, KT alliance
Profession: R/N

actually I don't find it impressive...

just letting pc run and die over and over again... while you are sleeping... not really special in my eyes.

/luckily you don't have to pay your elektricity bills?

Apr 05, 2006, 04:36 PM // 16:36 #52

Dwjggt
Frost Gate Guardian

Join Date: Apr 2005
Location: Homes Unrelated [HoCK]
Profession: R/Mo

Should have been a Necro!

LOL!
He should have been a Necro to love death that much!

Dwig

Apr 05, 2006, 04:51 PM // 16:51 #53

R A C
Lion's Arch Merchant

Join Date: Sep 2005
Location: In my parent's basement
Profession: R/Mo

Uh... guys? you don't need to aggro anything... just get your health to 1 with sup. runes+dp and equip a vampiric weapon. You'll be dead before your character stands up. It'll look like he's doing backflips. Useing a vampiric weapon is also MUCH faster than haveing mobs kill you as you are invulnerable to all damage except your vampiric weapon degen for about 3 seconds or so after rezzing at a res shrine. You'll die to degen before anything can even hit you for 0 dmg.

But still, congrats on the 1 mil deaths.

Apr 05, 2006, 05:34 PM // 17:34 #54

Kool Pajamas
Forge Runner

Join Date: Aug 2005
Location: Maryland
Guild: Mage Elites [MAGE]

Lets see if you can die every 10 seconds that would take

1,000,000X10 = 10,000,000 seconds to die 1 million times
10,000,000/60 secs = 166,667 minutes
166,667/60 minutes = 2,777.78 hours
2,778.78/ 24 hours = 115.741 days

115.741 straight days to die 1 million times at one death per 10 seconds.

Did it used to take less time to rez at a shrine?

thats a lot of time to leave your computer running o_O

Apr 05, 2006, 05:42 PM // 17:42 #55

Mournblade
Furnace Stoker

Join Date: May 2005
Location: Houston, Texas
Guild: Dragon Knights [DRAN]
Profession: N/Mo

How long does it take to rez someone? If he brought Alesia with him, she could rez him and THEN his vampiric weapon would kill him again... just a thought. =)

Apr 05, 2006, 05:44 PM // 17:44 #56

Kool Pajamas
Forge Runner

Join Date: Aug 2005
Location: Maryland
Guild: Mage Elites [MAGE]

Good idea. I think its 6 or 8 seconds to rez. Still would be a long time unless there is some way to "insta-res."

Apr 05, 2006, 05:45 PM // 17:45 #57

Count to Potato
Jungle Guide

Join Date: Feb 2006
Location: Rainbow Land
Guild: I Swear She Was Eighteen [Gwen]
Profession: W/

1,000,000 Deaths, thats if you ployed 12 hours a day.... (avg 30 days in a month) 277.77777 deaths an hour

Apr 05, 2006, 05:51 PM // 17:51 #58

Kool Pajamas
Forge Runner

Join Date: Aug 2005
Location: Maryland
Guild: Mage Elites [MAGE]

> Quote:
> Originally Posted by **Count to Potato**
> *1,000,000 Deaths, thats if you ployed 12 hours a day.... (avg 30 days in a month) 277.77777 deaths an hour*

I dont know what you are trying to say. 277.7777 deaths an hour is about 13 seconds per death which would be about 150.46 days straight.

Apr 05, 2006, 05:56 PM // 17:56 #59

Lykan
Forge Runner

Join Date: May 2005
Location: NJ
Profession: N/

/congrats..i think

but erm why is your bar full of healing spells

Apr 05, 2006, 06:00 PM // 18:00 #60

Hunters
Banned

Join Date: Nov 2005
Location: Northern California
Guild: HoTR
Profession: N/Me

out of curiosity I did /deaths (since I had no idea there was such a command)

I was quite shocked when it said 536

wow I suck.....

CLOSED

Page 3 of 6 < 1 2 3 4 5 > Last »

Tweet

« Previous Thread | Next Thread »

Thread Tools

Show Printable Version
Email this Page

Display Modes

Linear Mode
Switch to Hybrid Mode
Switch to Threaded Mode

Posting Rules

You **may not** post new threads
You **may not** post replies
You **may not** post attachments
You **may not** edit your posts

BB code is **On**
Smilies are **On**
[IMG] code is **On**
HTML code is **Off**

Forum Rules

Forum Jump: Screenshot Exposition | Go

All times are GMT. The time now is 11:23 PM // 23:23.

Powered by: vBulletin
Copyright ©2000 - 2014, Jelsoft Enterprises Ltd.

Back to Top ...?

CURSE
Curse is the #1 Resource for core online gamers.

Not a Member?
Get your Free Account!
Sign up for Free!

Featured Sites MORE

Guild Wars 2 Guru
The latest and greatest on Tyria.

LoL Pro
Surrounds with Pro LoL guides.

Browse
Core
Community
Database
Wiki

Curse | MMO-Champion
WowStead | CurseForge
WowArjuk | SkyrimForge
SC2Mapster | LoLPro
EsteProv

ABOUT US - ADVERTISING - PRIVACY POLICY - TERMS OF SERVICE - PREMIUM TERMS OF SERVICE - CURSE NEWSLETTER - JOBS AT CURSE

HANDCRAFTED IN SAN FRANCISCO & HUNTSVILLE