



=GMM= Vs 'Locked#

Date: 26-12-2007

Time: 12.00

Gametype: Search and Destroy

Server: 'Locked#

=GMM= Players: lvsb, owner4u and Acid

'Locked# Players: Neok, Payfie and Yarz

=GMM= kills/deaths: 37 / 41

'Locked# kills/deaths: 38 / 29

Map limit: 20 Rounds

Played maps: Strike

Total score: =GMM= 10-10 'Locked#

We started playing strike at Opfor and we had a bad start 0-2 but after that the next

8 rounds where ours.

At the switching sides we won 2 rounds so it was already 10-2 but after that we started to play

crap we didnt followed our strategy and let the 'Locked# guys played there game.

Thx 4 this funwar 'Locked#

(at the screen Yarz had an score of 8-5 he left the game one time so it was an other kill/death dont have the screen when he left)

10 10 Search and Destroy

Draw

Round limit reached

'Locked#Neok: LOL

Marines [3]		Score	Kills	Assists	Deaths	Ping
^1	=GMM=Acid	112	20	1	11	32
^1	=GMM=LvsB	67	11	1	13	34
^1	=GMM= owner4u	40	6	0	17	33

OpFor [3]		Score	Kills	Assists	Deaths	Ping
^1	'Locked#Neok	105	15	0	11	32
^1	'Locked#Payfie	75	15	0	13	104
^1	'Locked#Yarz	40	8	0	5	26

10 10

www.thegameworld.nl - 'Locked# CoD4 war/training server 77.75.122.130:28965