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Subject: wins/losses

Posted by [Anonymous](#) on Tue, 21 May 2002 11:54:00 GMT

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Hmm.. if anything else, that 1400 point game sure is fishy. The only thing I can think of is that he probably hosts the server and doesn't get any lag. That was a 140+ person game, so I'd imagine that the other people must lag some or quite a bit. win/loss isn't a big deal to mean in terms of numbers, but I like to win of course. More importantly, I like to have fun and sometimes I have more fun during a loss than some of my wins.

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