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Subject: Re: a000 nick discussion redux

Posted by [Jellybe4n](#) on Mon, 16 Oct 2006 01:42:26 GMT

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At the end of the day it will go one of two ways, there aren't anywhere near enough people who play the game to fill all the servers that are hosted, not even a 5th of them.

So one of the following will ensue:

You get 5 times as many servers that are a tenth full, still no real benefit to anyone.

The servers that are full now, keep their regulars and the rest just look for a busy server. Again, randomizing the list is of no benefit.

There are too many servers for such a small fan base, this is the major problem, randomizing will not change that, it will either spread players out and there are no full servers, or the popular servers stay popular and it takes people a little longer to find them.

The only ways to fix the problem are, either get more players, like at least 4 times the amount we have now, which is never gonna happen. Or we need far fewer servers, again, this is unlikely.

All randomizing will do is split the player base up even more as far as I can see.

Also, before anyone starts, no I'm not saying this because we have a top login name. I have no problems helping out other servers and communities, you can ask three other communities at the top of the list who lend them a name. I don't ask for money, I never did, they were loaned out indefinitely as a favour to people I know who run good servers. I will never ask for them back unless the favour was abused in any way. I have been offered silly amounts of money in the past for login names, I have said no on each and every single time.

My viewpoint is based on a general view, both as a server owner and a fan of the game in general. Splitting up the player base helps nobody.