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Subject: Re: Fixing... Points?

Posted by [msgtpain](#) on Sat, 16 Aug 2008 05:23:42 GMT

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I completely disagree with you GKL.. if the goal of the ladder is to make it 'fair' across all servers that participate, then a player being able to buy a 1000 credit char, or a med tank when they normally wouldn't have been able to is a significant change to how that player "played"..

How can you not agree that this could potentially cause people to migrate only to donate servers, or only to donate servers with a 50 player count, and how does their "skill" measure up to the other players that don't have the opportunity to share credits with their team mates, etc?

Unless you force every player, on every server that joins the ladder to be on exactly equal playing ground, you can never accurately measure their skill against one another.. it just isn't possible.

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