
Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Sun, 17 Aug 2008 07:01:16 GMT

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^^ I concur with most of this post... most.

- Player Count

Even the current ladder takes that into account so why mention that?

yes, although I have been mulling over the idea of having a player 'cap' of, say, 40 - servers bigger than that could absolutely still be ladder'd, but the top players would get their ladder as though the server was 40-players big.

that's just my own thinking though, I haven't consulted anyone else about that yet so don't take it as set in stone.

- Starting Credits

Since all players have the same starting credits, there is no need for this to impact the ladder score.

THIS is the bit I must disagree with. I've made the point many times (mostly on n00bstories forum) that starting credits misbalance the game quite a bit. less than 150 or so is OK, more than that and you just get arties too fast, which basically trumps everything. GDI needs to delay arties in order to survive, and they can only really do that when the starting credits are low.

in the ladder-team private forum I've long advocated having a max starting credits of 150 for ladder'd servers; any more than that and Nod's gonna win the significant majority of games, just you watch.

- Time Limit

Even the current ladder takes that into account so why mention that?

^ true

Weapons Drop

- Provide clear and distinct evidence that SSGM weapon drop benefits one team over another and this feature can be one of the things that disqualifies a server to be on the ladder.

hmmmm.... debatable, perhaps...

Special Crates

- I agree that special crates shouldn't let a server compete on the ladder.

amen to that

Ped Beacon

- Provide clear and distinct evidence that ped beacons benefit one team over another and this feature can be one of the things that disqualifies a server to be on the ladder.

absolutely true. they don't misbalance the game at all unless it's a very small game (like 6 players or less)

Donate restrictions

- We are already considering imposing donate restrictions for competing on the ladder. amen to that. !donate in the early game is just wrong, it totally changes the way the game is played (far more so than the pointsfix does). early !donate simply shouldn't be in ladder games... certainly the first five minutes.
