Spoony wrote on Sat, 30 August 2008 17:40RoShamBo wrote on Sat, 30 August 2008 10:28It was my opinion and a suggestion. I do know how how hard it is to balance a formula like this, I don't see how different settings on different servers justifies them not being able to be on the ladder, if it's about skill.
Two reasons.

Firstly if it misbalances the game (as the pointsbug does, as well as high starting credits, !donate, and those stupid crates), if they make the game unfair, the value of the ladder is significantly decreased.

Secondly, specifically referring to the pointsfix. I'll repeat what I said last page. A big part of how ladder points are awarded is based on in-game score. The points bug negatively effects that in-game score. With the pointsfix, individual score is all about how much damage you do. The points bug throws a bunch of stupid, illogical variables in there.

I'm not arguing against the points fix in anyway shape or form. My argument is that there is still no reason why the points fix, starting credits and other server settings would make a server exempt from the ladder. At the moment, yes, the ladder is based on your in-game scrore (sort of). So these settings can overall effect the ladder. I fully aggree with that.

My suggestion was that instead of excluding other servers from the ladder, why don't we create our own way of working out ladder points not based on damage or points. Rather, how much teamwork, and dedication a player has to winning the game.

I don't honestly think that a player should get top of the ladder for shooting at a building all game. Which at the moment, they would. I aggree that the other team do try and stop it, but it only needs to be doing it for a minute or so and it could just buy a new one. If however, the building was destroyed then everyone who helped should get ladder points.