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Subject: Re: Fixing... Points?

Posted by [Carrierll](#) on Tue, 02 Sep 2008 14:36:40 GMT

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Spoony's right about win-ratio. If you are a good player, then whichever team you are on should win more often, therefore your win ratio should be good. This however is easily affected by the fact that on timed games, points can win games. That's fine, that's the design. The fact you can win a game by just using ramjets on opposing tanks (don't say you can't, I've won and lost doing this) devalues the win ratio because the "wrong" team can win.

I think we can all agree skill should not depend on how well you can exploit bugs.

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