
Subject: Re: BHS Ladder

Posted by [EvilWhiteDragon](#) on Thu, 28 Oct 2010 17:44:28 GMT

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trooprm02 wrote on Thu, 28 October 2010 19:31Spoony wrote on Thu, 28 October 2010 12:16the clear majority of "clanwars people" just don't think rationally about issues that seriously affect a ladder.

I disagree, and EWD that link made me post what I did. I could not imagine most of those people rating servers/ingame settings for a game that I'd play more seriously if a global ladder existed. You just don't understand this game by playing 20v20's matches in jelly marathon....You personally might not consider them rational Spoony, but they atleast have a leg up by understand how things like drop weapons, tank shells, no donating, etc affects gameplay. And thats why I feel only cw.cc alone is suited for the job. I could go on and prove my point by quizing you, EWD, on how a affects b but I won't.

Point is, not al PUBLIC players are clan players. Guess who's in the majority. Also, I might not be the best in this game, I do know a thing or two about how it should work, what is fair and what is feasible. I and q substantial amount of people on the team have shown to know somethings about running a successful server as well, which shows that PUBLIC players are happy with it.

I know that CW.cc players want the game to be as pure as possible, which is fair enough, but it should be possible to customize the game to some extend, as long as the balance is kept. It's obvious that this is not easy, but it is also obvious that CW.cc players alone can't decide on this. If everyone wanted clan games/clan settings TheKOSs2 server for ex. would be tonnes more popular than it is.

Oh, and I never play 20vs20 games, with the only exception perhaps community games.

Edit: Fixed some grammar mistakes, just like I should've done on my previous post.
