CarrierII wrote on Sun, 31 October 2010 23:53trooprm02 wrote on Sun, 31 October 2010 22:37Crimson wrote on Sun, 31 October 2010 11:09It's fairly simple logic that certain server settings skew results

Yes, but evaluating and comparing advantages/disadvantages for each setting is just unnecessary and would cause too much conflict is what I was saying (not that it couldn't be done).

@liquid, if you'd like to meet me in a clanwar server, ill show you exactly what I mean, as in your input into how a ladder should be run is practically invalid (based on your gameplay knowledge, or lack of it).


For fuck's sake, you're worse than children! TAKE YOUR BICKERING TO A SINGLE THREAD IN AN APPROPIATE SUBFORUM. I WILL NOT DO IT FOR YOU THIS TIME.

TROOP, STOP POSTING INSULTS.

LIQUID, DON'T REPLY TO HIM, OR BAIT HIM.
We all gotta admit, it's funny hearing this of the guy that a couple of years ago though that 1vs1 was the ultimate demonstration of skill and experience in the game called C&C Renegade.