
Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Hypnos](#) on Sun, 28 Nov 2010 19:34:51 GMT

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I sadly had to drop out after the first map, but after later speaking with sKePTiCaL about the matches, we both agreed that the concept of the TeamSpeak Regulator, and the idea for it to be used within lobby wars is a great idea, that there's only one flaw. Using a public server.

Not only do you obtain random players, who upset the balance of the team(s) because:-

- 1) They tend to not possess the knowledge of how to work as a team (Prime example was on City_Flying, we asked bomb2006 to buy a medium tank, yet there is a MRLS on the field)
- 2) They do not have TeamSpeak or do not connect which reduces communication drastically and usually upsets, ruins, or delays any potential plans.

The other aspect of this is using open TeamSpeak Channels, which allows random users to easily join a channel and disrupt the game.

The other problem with using a public server, is the capability to donate to other members on your team. It's kind of self explanatory why this is a bad thing.

Hopefully, we can rectify these problems by simply using a private server, or making the TK2 server private when these games are scheduled.
