Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by Ethenal on Sat, 10 Mar 2012 10:04:02 GMT

Can I just throw out that having actually played a few maps in this server, the "marathon" part is pretty much fucking irrelevant because of a simple fact - what fan map is actually balanced enough that you can get the same stalemates you'll get on every game of Field? Exactly. Hardly any last longer than ten minutes. So I don't really see the whole issue with it being a marathon.