
Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Starbuzz](#) on Sat, 10 Mar 2012 13:58:14 GMT

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The best reason I have heard from Jelly for why it's marathon is because it gives new players a chance to explore the map. Sure some players are very fast explorers but not everyone...so this way if a game is already on, slow explorers have a time to sneak around.

Besides, it really doesn't matter as these games are fast and end quickly unless the teams are evenly matched. With playercounts kinda low, I wish for but doubt the count will go as high as Jelly Mappack from 2008. I hope I am wrong on this! So at this point it makes no difference if it's marathon or timed.
