
Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Ethenal](#) on Sat, 10 Mar 2012 18:55:22 GMT
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Aircraftkiller wrote on Sat, 10 March 2012 11:00Ethenal wrote on Sat, 10 March 2012 05:04Can 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.

If everything were Field, this game would have died years ago from the population leaving due to sheer boredom. Field is not really "balanced", it's just artificially bottlenecked with a choke point on both sides of the terrain. There is nothing particularly brilliant about its design, nothing special to its development. It is a very basic piece of terrain with mostly extraneous "tunnels" which only become particularly useful once the base defenses are down.

I'm not sure where you're getting the logic that a long match makes for a great game, or that a stalemate makes for balance. Fjords, for example, usually lasted over an hour. I've seen it run for four hours before with 40 people on each side. I've seen Field end in five minutes. Long games on a consistent basis due to terrain restrictions forcing you to drive through a bottleneck with major base defenses attacking you and defenders turtling up for hours on end are the end result of a game whose levels weren't designed properly.

I don't have a clue what you're talking about. I didn't say a "long match makes for a great game," I was saying there ARE no long matches in small fanmap games because basekilling happens within minutes of match start.
