

---

Subject: Re: RenegadeX

Posted by [EvilWhiteDragon](#) on Wed, 11 Dec 2013 12:26:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ehhh wrote on Wed, 11 December 2013 13:04nothing to do with that, crush crew is basically pubbers anyway.

competitive smaller games can test the balance better than any other normal public server, where majority of the players aren't playing serous.

I agree with you that smaller games do indeed allow for better testing the balance than large games, but the size of the game doesn't have anything to do with CW players or not.

In any case, it doesn't matter if CW players like it, in the sense that the general public should like the game primarily for it to be a success. I doubt any game can become and remain popular by just clan players. They might play an important role in keeping it alive and improving the game, but they still need pubbers.

---