
Subject: GREAT IDEA --> A WAY TO FIX LADDER RANKINGS (and get your re
Posted by [Anonymous](#) on Mon, 13 May 2002 08:43:00 GMT

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To prove my point with math. I play 11 games. 10 of them on 2 vs 2. I make those ten times MVP. Then, I play game 11 and make MVP on a 40 player server (yeah right I get 705 points or abouts for that. Suppose this translates all together in 500 ladder points. Oh yeah, and I must lose, at least once. Else I get an overflow) so we have: $500/11 + 500/1$, a pretty steep figure on the ladder, in your scoring system I get 545.5. About double Aeonkings score. Now I am great, but maybe not just quite that great, to deserve that. What about a player such as this ghost1988. He cheated his way to something like a 70 wins / 2 loss ratio, by having his server dropping (NOT kicking) all players except himself every two minutes, and giving them 3000 ms pings (I played him, he's a poor non-dedicated cheating host, that claims it is bandwidth problems on his side, but it is freaking close to cheating). A guy like that would score hugely on your system too. I would not think about a way to spot and ban ladderpoint manipulators from the ladder. Maybe you should just do this, divide the ladder score, by the TOTAL TIME played, in minutes or so, and ensure you must have played a fair amount of games (definitively more than 10) before you're ladderred. And maybe, do not allow non-dedicated hosts from submitting ladder scores, but this is open for discussion.
