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Subject: Cheating on renegade ladder?

Posted by [Anonymous](#) on Mon, 13 May 2002 11:10:00 GMT

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Bull dawg is right!! I played this guy, once. It was a 20+ people game, and the server was not dedicated. Everyone but the (g)host, had massive lag. Now, he didn't KICK people, but I think he somehow inserted a delay, and /or blocked some clients on his firewall, AFTER they had spent some time (2 minutes or so) on his server. Well, if he had host bandwidth problems, at least he should have made a dedicated server. It would not have taken 75 games of winning to find that out. When I was playing him, our team stood no chance with the lag involved, but he was driving around in his flametanks just fine. Just look at the individual games data, and you see a pattern: ghost1988 has a long connect time, and a high score. HUNDREDS of other players in his games, have about one to two and a half minute connect time max. That must be when they either give up, or he makes them drop. There are only a handful of games he plays that indicate he might be a real good player. He's at the very least manipulating his ladder score. Look at his game 78168432. Ghost1988 is connected for 18:40 time. There are 26! other people also on his teams side at some point. BUT, they all average between thirty seconds and two minutes connect time. On the opposing team, the longest connected GDI guy is there for 12 minutes! So, he had a staggering 6 minutes longer than anyone else in the entire game, of rushing the GDI base to gather gamepoints. The same in game 78354074. He's in for 31:05 time, second longest Nod player for 29:00 minutes. Longest GDI player... 24:00. Again, a leading 6 to 7 minutes. All other players have far shorter gametime than that. AND THE TOTAL GAME TIME IS ... 30:28. So, how can he be in the game 37 seconds longer than the game itself lasts? Another thing indicating something: He's playing on Nod side 289 times vs 128 times on GDI. Or the fact that many known good players, leave the same games he stays in, within about thirty seconds. There's also a few stats showing he might just be a good player, such as his average time between getting a hit himself (36.8 seconds, very good) but with these messed up other games polluting the stats, this does not say much.

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