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Subject: Re: a000 nick discussion redux

Posted by [EvilWhiteDragon](#) on Sun, 15 Oct 2006 16:55:31 GMT

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Herr wrote on Sun, 15 October 2006 12:58 EvilWhiteDragon wrote on Sat, 14 October 2006 23:25 ghost wrote on Sat, 14 October 2006 20:36 I still stand by my idea. Just randomize the list. Every X minutes the server list refreshes and 10 (Or how every many servers on one page) appear, And so on...

This would give everyone a fair chance in getting traffic, Which is why most of us host. I hear people complaining about there nicknames not bringing in the traffic other then the server itself. Pure bullshit, Then why are these servers using high nicks?

So you preffer to have every day a new load of noobs and no regulars? Nofi, but I preffer it that ppl can find my server because it has a sollid place in the listings. If the buddy list would work I might agree with you, but now, no.

I dissagree, it is true that when the server is higher listed it will be more crowded. But less to no regulars? No way. We try to keep the gamers as satisfied as possible, it's like merchandise: If something is very wanted, we try to offer it. People complain the 40pl. serv is too big, we've added a small aow serv for 20pl. Now we have added a CP-maps serv too. Like Kamuix said, "Make a uniq server and you will get people". Though I do agree the BlackIntel servers are unique.

I think you misuderstad me, if the wol list would be randomized, it would be nearly impossible to quickly find your favorite server right? So I think there will be less people tryig to play in the same server everyday, because they would have to look through 117(?) servers and get their favorite out of it. Ad its completely random... Small chance that a lot of ppl would do that.

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