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Subject: Re: a000 nick discussion redux

Posted by [EvilWhiteDragon](#) on Mon, 16 Oct 2006 10:57:19 GMT

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[PAPirate wrote on Mon, 16 October 2006 12:29]Crimson wrote on Mon, 16 October 2006 04:13if people who run servers that are empty or less than 25% full all day long would just give up the ghost and join forces with an existing server community that has traffic, we'd all be better off and this wouldn't be as much of an issue.

perhaps I have a skewed perspective because of the type of game I play, but I have ALWAYS preferred smaller less populated servers run by clans - for me this means that when there is someone in game it will most likely be a player that isn't a complete retard - there are several decent clan servers out there and whenever I have been involved in hosting one I have never had the desire to see it full of noobs. I cannot see the fun of joining a 40 player noobstories server (used for example only) when generally speaking most of the people in there are running around shooting shotguns from half way accross the map and the number of players means that any stealth tactics/start game tactics and quite often skill are nullified by sheer numbers and starting credits. I will regularly scan the list for any servers with only one player in for a 1v1 match and have had some of the mot challenging public games/met some good people this way - to suggest that people should drop their servers simply because their server is not always populated is, imo, ridiculous.

Argue about the nicks all you want and fight over server population, just bear in mind that plenty of people purposely avoid large/full servers.

That's why we at BlackIntel have an 12 player server too (and for the moment a 10player, but that will change), just to be able to sneak and do nice tactics as destroying the ob in field with just 1 hotty.

The first server after us having 12 players is some a00gzon2 or something. Anyway big end down the list.

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