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Subject: G-Spy vs. WOL

Posted by [PiMuRho](#) on Tue, 04 Mar 2003 12:05:38 GMT

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blckhaze1 <http://www.n00bstories.com/image.view.php?id=2096839145>

Just another 'ownage' screenshot on gayspy

I wouldnt bother but when I load GameSpy and join the renegade room the first thing i saw was "WOL n00bs" and "whys stupid wol chatting here".

Why are gamespy players not as good as WOL players?

Theres no ranking system on GameSpy. No stats on players, or servers ... Theres hardly even any servers on GameSpy.. and at that the ones they DO have suck.

Ya got all these clanners on GameSpy that use their nickname as identity

when theres absolutely no organization or treat for the 'clans' or the winning side of a 'clan match'.

These are just the facts; how the facts effect the situation is this:

Ranking systems give players MORE to work on besides just pointless game to game rolls. So alot of people point whore... THEN ya get better at point whoring.. and better and better till your actually a decent tank operator wanting to point whore. Snipers like the ranks also.

One of the main things is .. GOOD players want to be recognized. Atleast most of them do.. Cuz the good players have no fucking life. When you have a job you want benefits .. WOL's ranking system is the bebenefits therefore you get the better players that move into WOL .. "The Works"

Thats just logical and common sense shit there.

I know when i go on gamespy and i start running down the isle with a auto rifle .. killing 3 or 4 patches in a row or whatever .. i just think to myself god these people suck. If i was on WOL I'm just another player that shit doesn't cut it.

**FACT IS GAMESPY AKA GAYSPY CAN SUCK DEEZ NUTZ**

WOL ownz j00

That's an 'ownage' shot? You had less than 200 points more than the second-placed player. Hardly 'ownage'. Plus the teams weren't exactly balanced, were they?

Ranking systems mean nothing. I'm a good player. I know I'm a good player. I don't play on WOL though, so in your eyes that makes me a crap player? Great logic there.

First of all - Gamespy chat rooms have absolutely nothing to do with Gamespy servers. I run 3 servers, and they stand alone in their own right. Gamespy is the client that people use to connect to the servers. Personally, I use ASE instead, as it is purely a server browser. So that's removed 90% of the n00bs right there. The rest are removed by my team of admins.

The quality of a server and the players on it varies from server to server, regardless of what mode it is. Or would you say that all WOL servers are better than Gamespy mode servers? I'm pretty damn sure that I could connect to a random WOL server, find it full of n00bs, and get MVP easily.

By the same token, you could connect to a Gamespy server, and have your arse handed to you.

You also mention point whoring like it's a good thing. It's not. Renegade is a team game, not a "who can get the highest individual score" game, which is how rankings teach you to play.

I should add that not everyone needs to have their ego validated by knowing where they're ranked in the world. Personally, I like to go on a server, have a fun game or two, then leave. It's not a contest.

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