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Subject: G-Spy vs. WOL

Posted by [Blazer](#) on Tue, 04 Mar 2003 13:08:35 GMT

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PiMuRho

Anyway, the BYgames servers tend to be n00b-free, thanks to the admins who enforce our anti-n00b rules. We've also got a good bunch of regulars who are actually good at the game.

No disrespect to your server(s) but it was quite full of n00bs. The guy named "SealTeam" was repeatedly repairing the enemy. He kept repairing the Nod harvester as a Hotwire, making it almost impossible to destroy. Then he took a mammoth tank and blocked the cave entrance so our harvey could not return. He also sat in the base, and if anyone got out of their vehicle, he would use the mammoth rockets to destroy it. If they got back in and tried to go behind the ref or something to repair, he would follow them and do the same thing. I also caught him out in the field repairing an enemy stealth tank.

I'm amazed that despite all his n00b behavior we still won. I played 3-4 more maps and had to put up with others doing n00bish things like throwing C4 on teammates, stealing vehicles, wasting C4, etc. On the Islands map he got a hotwire and kept throwing all 30 mines in one spot on the floor.

You seem to have taken Shadys comments as a personal attack against your servers. I think its general knowledge that GameSpy has more n00b players than WOL. What do I base this on?

1. Personal experience.

2. Their names. Their names you ask? Yes their names. Anyone who's playername is "FuckAllYouNiggers" (sorry folks, I'm not racist, real example), can hardly be considered a serious player. It's no coincidence that people with names like "JimmyCrackCorn-and-IDontCare" (another example) are just in the game to spend half an hour of mindless gameplay, and are not interested in teamwork or strategy.

3. A GSA vs WOL tournament has been held, more than twice and GSA's best was thoroughly trounced. No that wasn't a challenge, please don't start talking about rematches.

4. WOL is laddered. GSA has no ladder, and thus one less thing to urge players to actually try to win. Why try to better your score when its more fun seeing how many C4 you can plant on your teammates ass :rolleyes:

5. "Everyone else's" experiences. I have seen many posts about GSA games that reflect the same things I have seen and experienced.

6. People can play on GSA with warez versions of Renegade. GSA has no cd key authentication like WOL does, so all the 12 year old warez pups who downloaded C&CRenegade play it on GSA. I'm not making this up, I have seen the readme file for the warez release, and seen the warez pups talking about it. Sadly most of the warez pups are too busy downloading the next 31337-release to bother developing any teamwork or strategy skills.

I'm sure you run a fine server, and GameSpy itself is a good service. The consensus is that WOL

players are better than GSA players. Of course there are exceptions on both sides, but as a whole it has been proven time and again that GSA has more n00b players.

EDIT: I just wanted to make it clear that I found the server itself excellent. Even though I was connecting from the US, the SFPS was consistent and no lag. Kudos to BYgames.

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