
Subject: Re: Suggestion: Official Community Server
Posted by [nikki6ixx](#) on Wed, 12 Sep 2007 18:31:00 GMT

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trooprm02 wrote on Wed, 12 September 2007 11:16nikki6ixx wrote on Tue, 11 September 2007 22:56As mentioned before, the community wouldn't agree on the rules. You'll have people arguing for weapon drops, others against. People will be ragging on the maps, etc.

So? its a game...people won't send bombs to their houses or anything, even if 1 rule or another they don't agree with, we all play on a server, with atleast 1 rule nobody agrees with (well a few are exceptional), but do we still play there? Yes. Disagreeing with the rules would be the least of the worries

Well yes. But this is a community, and like a workplace, you need a general consensus as to how it is run. Perhaps there will be enough people in the middle who will give and take, and experience has shown there usually is. However, you will get the more dedicated gamers getting into arguments with the more casual ones like me. Maps will likely be a contentious issue. Some people will call for fan-maps, and others will only want the maps that originally came with the game. Every so often I hear people complaining about weapon drops; how will the community decide upon those?

You can always do polling, but there's always some dipstick who believes that the poll is bullshit, and will make his points heard every game, and in every thread.

I honestly think the current system is fine, and offers a good variety of gameplay.
