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Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Sat, 30 Aug 2008 19:30:11 GMT

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RoShamBo wrote on Sat, 30 August 2008 12:48 I'm not arguing against the points fix in anyway shape or form. My argument is that there is still no reason why the points fix, starting credits and other server settings would make a server exempt from the ladder. sigh...

...I'll repeat myself again...

if they make the game unfair

RoShamBo wrote on Sat, 30 August 2008 12:48 My suggestion was that instead of excluding other servers from the ladder, why don't we create our own way of working out ladder points not based on damage or points. Rather, how much teamwork, and dedication a player has to winning the game.

I don't honestly think that a player should get top of the ladder for shooting at a building all game. Which at the moment, they would. I agree that the other team do try and stop it, but it only needs to be doing it for a minute or so and it could just buy a new one. If however, the building was destroyed then everyone who helped should get ladder points.

Without something to stop those people who join a game and do whatever it takes to get MVP with as little work or worth to their team as possible then the ladder is not going to work. read what I said about everyone on the losing team losing the same amount of ladder, regardless of individual score.

This means that winratio, under my ladder formula, is way more important than it was. If your team doesn't win, it doesn't matter a damn bit whether you had 10000 points or 10. If your team wins, however, then by all means the players who did the most damage (yes, this includes shooting a building with an artillery whether you realise it or not) get the highest ladder profit.

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