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Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Sat, 30 Aug 2008 19:54:11 GMT

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RoShamBo wrote on Sat, 30 August 2008 14:41 Don't you think a good player on a losing team should be rewarded?

No. Two reasons.

Firstly the game is specifically designed so that your team wins or loses.

Secondly, the biggest problem with the "old" ladder system was the fact the highest scoring players on the losing side didn't lose ladder. The MVP on the losing team would lose -0 ladder, even if his team was absolutely crushed. The result of this was that it didn't really matter that much how many games you won; it just mattered how much you played and if you were MVP. Someone who just played for MVP but didn't really care if his team won could easily be top of the ladder.

The solution to prevent "game-spam" (as we call it at clanwars, because this is a question we've faced in a dozen different leagues) is to make it so you lose a significant amount of ladder points when you lose. There's no other way to solve the problem.

RoShamBo wrote on Sat, 30 August 2008 14:41 Wont that mean more players will leave if they see that the other team going to win?

I don't see why. Currently, even if your team's being absolutely demolished, you can salvage your ladder just by getting MVP, and getting MVP on the losing side is pretty fucking easy, it'll usually go to whoever fixed a building for longest. (MVP on the winning side generally requires a bit more skill and teamwork).

On my system, if your team's losing, there is one and only one thing you can do about it if you care about ladder: help your team win instead.

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