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Subject: Re: Ideas to help newcomers/people joining a serv mid-game

Posted by [Spoony](#) on Mon, 05 Oct 2009 00:39:28 GMT

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liquidv2 wrote on Sun, 04 October 2009 19:22 your explanation is completely irrelevant to the point ...the fact you think it's irrelevant simply proves you didn't read it.

liquidv2 wrote on Sun, 04 October 2009 19:22 Spoony wrote on Sun, 04 October 2009 18:43 well, westwood actually made some glaring oversights on the official ladder which i plan on correcting. like?

the biggest mistake they made is having it so that the highest scoring players on the team barely lose any ladder. this is a terrible blunder; it means ladder is all about gamespam, and a player can get to the top simply by getting a high individual score even if the team loses.

my solution: all players on the losing team lose the same amount of ladder regardless of individual score (although there may be a concession if the player has only just joined). winratio will become massively more important, gamespam less so, and your score will only matter if your team wins.

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