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Subject: Re: Jelly vs CW.cc results

Posted by [Spoony](#) on Thu, 24 Dec 2009 05:41:00 GMT

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we got a rough deal mainly due to the fact the league was dead at the time of signup. many players signed up for - or were signed up for - other public servers (why wouldn't they?)

this is clanwars' problem not anyone else's, of course. add this to confusion over the captain, and intermittent ddos attacks, and it's not hard to see why many people at clanwars didn't find much reason to take this one too seriously.

but if there's another and if i have fair input on the settings and if we have a fair deal with signup, trust me, we'll put forward a decent showing.

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