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Subject: Re: @Crimson

Posted by [R315r4z0r](#) on Tue, 19 Oct 2010 06:00:18 GMT

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troopr02 wrote on Mon, 18 October 2010 16:51R315r4z0r wrote on Mon, 18 October 2010 08:34

Basically, 12-16 players is a much more laid back environment as opposed to there being 60 players or more

^from this, I'd personally say you haven't played enough smaller games to understand (I'd wish Spooky would jump in here and use lobbywars as an example but). With 40 players, THAT is laid back gameplay....it allows people to pointwhore because there are 19 other players on your team that you can rely on to defend the base.

With smaller games, you have to ACTIVELY keep track of where you opponents are, what your own team mates are doing etc. Its for this exact reason you don't near see as much point whoring in smaller games (if you've ever wondered why not), as players are forced to be more productive.

Hmm, I see you're point. I don't know why I said that.. you can even see at the bottom of my post I started talking about those 4 vs All games. Yes, the 4 won the majority of the time, but playing on that team made you run around in circles just to make sure the enemy didn't get any headway.

I think what I meant to say was larger games provide more action while smaller games (or teams, rather) provide more strategy and require you to think on your feet more.

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