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Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Wiener](#) on Mon, 29 Nov 2010 09:37:30 GMT

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I think you should not take it too serious. This is not meant to replace any cw.cc or lobby wars IMO. What is the big deal in having a public player. The public players joining are not replacing somebody. The worst he can do is not to help the team which is the same as If he wasn't there at all. If he is hampering the team, he still can be kicked.

Are you so much into winning that you would rather leave a game or don't have a game at all If there is a chance of losing because you have a public player in your team and the others don't?

Those games are not counted. No ladder, no announced winner. The idea was - at least what I understood - to have non clan war games for those who would like to have it a tad more organizes than normal public games.

If you turn it into lobby wars or cw just with remixed teams, you will lose players quickly and not get any more new players joining. Its not as if the concept of a cw league or lobby wars would have proven itself as successful lately.

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