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Subject: Re: St0rm "Truth"

Posted by [Spoony](#) on Thu, 01 Mar 2012 21:12:46 GMT

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falcod wrote on Thu, 01 March 2012 13:39 and in this case, I still need entertainment, but it has been robbed from me. One of the main reasons to play on storm was the lack of ridiculous mvp/score/kdwhoring self-destructive gameplay that is encouraged on pretty much every other server I tried out. It's ridiculous but the gameplay on these servers (including jelly) actively encourages people to do stupid things like pointwhore when the enemy ref is down for an mvp rec/ladder, or waste time walking back to base slowly rather than die and respawn quickly for a kd rec, or intentionally lose the game before you lose your highest mvp/kd, or camp/sbh all day to avoid dying so you can keep your kd rec, and the list goes on and on. storm at least got rid of the rewards for mvp and kd, and uses a different ladder system that isn't pointwhore based (its more kill/repair whore based). Granted its not perfect, but at the very least the above examples of team hampering weren't so encouraged. nothing more annoying than telling some idiot to stop team hampering only to have him say "shut up noob, look at my awesome rank/ladder/recs/fame/etc that I got from these acts of team hampering." or something along those lines. if you crave an environment where you must play to help the team without much thought of personal score/killcount etc if you want success, clanwars > any public server.

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