
Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [TORN](#) on Wed, 21 Mar 2012 22:19:50 GMT
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crazfulla wrote on Wed, 21 March 2012 05:52 Marathon only gets frustrating in the main Jelly Marathon server when it is full. The default maps are way too small for that many players. The mappack server obviously doesn't get the same numbers, and the maps are often bigger, so its much better that way.

Also, many fanmaps are quite well balanced. The thing is you have to play more than just a few to find out which.

liquidv2 wrote on Thu, 15 March 2012 14:56

and after playing in Marathon a bit AOW games will seem unsatisfying when they're won by time limit

it's like not finishing the job

agreed, points wins are starting to feel cheap for me, kinda like how some people feel about ped beacons.

I'm getting the same way, I used to hate marathon games.

Now if base destruction doesn't end the game it doesn't feel right.
