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Subject: Map recommendations

Posted by [HTDana](#) on Thu, 20 Mar 2003 18:22:05 GMT

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Thanks for the input, gang. I'll check out those links.

Ren, I'd agree that when several HT members are on one side, the odds are good we'll gain the upper hand against people who are just dinging around instead of cooperating. In those cases, it would probably be more fair to have unbalanced teams against the clan team. And since it's clan players on a BR-enhanced server, we can enforce the rules to keep things moderately balanced.

Most of the time, though, there aren't more than one or two HT members playing. Then bad coordination is an equal opportunity sport. I know I've played games where my teammates aren't listening at all, and the game usually melts down fast unless we get lucky. It's no fun to boot people when the team switching starts, so that's why I thought it would be most fair to use more maps with defenses to keep people honest. Oh, well--there are pluses and minuses with all sorts of approaches.

Take it easy,

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