Subject: Re: An opinion piece - in regard to the public-server ladder
Posted by JPNOD on Tue, 08 May 2007 18:47:49 GMT

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MaidenTy1 wrote on Tue, 08 May 2007 08:49The solution is obvious, I think - enforce it manually. Presumably the ladder will have a place where players can report cheaters and the like (hands up if you want another Keetxx, lol) and admin(s) specifically devoted to dealing with them. Post screenshots/logs of someone teamchanging, admins review it and dish out a flat penalty of, say, -500 or -1000 (as long as it's more than you're ever likely to get from a standard game)

Me and Lurker used to teamstack but we just did it because we enjoy playing on the same team, and can pull of teamwork others cant.

I have seen abuse by not just players but alot of mods aswell.. If the ladder wants to become serious bussines again then it shouldnt be just the people that "teamstack" or teamchange but also the mods that kick for repairing/ flame apc. Because these things alter the gameplay aswell which makes another team win. WOL ladder went downwards after 2003 anyways.. when people got mod rights people started kicking just to win for there own selfish desire.
I prefer the old days were you needed to shout in teamchat to get
a rush going and show that as a "worthypointwhore" that not you could just pointwhore but also could lead a rush with teched arty's or apc's and nukes. And convince your team that experience after playing countless of games payed off afterall.

Now its more the kicking if someone doesn't join a rush or if someone on the other side has a mod and the others dont.