

Matchmode or Ceasefire start

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There was a huge discussion on irc yesterday about the standard mode, each match is started. So i decided to make a vote for that. I'd prefer matchmode reasons see below:

So.. some asked be about why I'd prefer MatchMode.

(Don't forget that even with Matchmode default start, ceasefire can still be used if both Clans agree!)

a) It's definitely easier for the serveradmin to start in Matchmode, just because he don't have to mess with the other team before matchstart if they are ready or not.

b) Ceasefire depends on players! If the server admin start the game 1-2 seconds too early or later (what can happen), then its also a disadvantage. Especially because noone can check if it's on purpose.

c) It's way more transparent. If i see 4-5 players from the enemy team still haven't set 'ready' then I know it'll take 1 more min or so and can do other things meanwhile.

d) It's konsistent for all Maps. Some Maps can't be started in ceasefire anyway, because the Respawns are open (you can walk out), even if ceasefire is activated!

The only 'disadvantage' (if you say so) of Matchmode is, that you can't decide what respawn point you begin the game in.

BUT

I wouldn't call it a disadvantage, but only a new challenge on some maps (and even that only on some specific maps).

a) (Let me just quote Preacher here)

I don't think picking the respawn you want is that big of a deal. Expand your skills and learn fast routes to the flag (off or def) from all spawns. It's inevitable that you will die during match play, and you don't get to choose your spawn when you are fragged. So, I don't see the reason to pick on start up. It makes it even for both clans, regardless of skill.

b) Enemy offense are also not all in the 'best' respawn. So if they recon rush it'll be way more difficult for them too.

c) A better clan can STILL gain an advantage indifferent if Matchmode start or Ceasefire start. For example: if one keyplayer starts in the 'wrong' respawn, and you think a fast cap from the enemy is possible, you can let a offense player who is in a 'better' respawn play that pos, until he's in place.

Don't forget we're talking here about 2-3 seconds. Not more!

So please free your mind and think about whats really better. Not only because it always were that way.