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Subject: Re: The Pointsfix and the Game Listings  
Posted by [Dover](#) on Tue, 06 Oct 2009 23:24:01 GMT  
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Crimson wrote on Tue, 06 October 2009 16:14My solution to our dilemma is to "weight" the ladder based on their compliance... meaning that the servers closest to pure would have the most weight and servers with massive changes that discourage skillful play will be worth less. Our goal with this is so that a winning player on a "pure skill" server will gain ladder faster than someone playing on a server with lots of starting creds and the bugged points system.

I welcome to return of on-topic to this thread, so I'll keep this going. Can you give any specifics as to how the weighting system will work? A Server with 999999999 starting creditss won't be weighted the same as n00bstories with a reasonable starting credit amount, will it?

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