
Subject: Re: Need a coder for a balance patch
Posted by [Renx](#) on Wed, 02 Jan 2008 22:10:29 GMT
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Spoony wrote on Wed, 02 January 2008 14:53Renx wrote on Wed, 02 January 2008 12:47The objective of the game is base kill. Points are only supposed to be a representation of how much you contributed towards killing the other teams base, or a backup for when neither team could kill the base. Although that was far from the case for the most part before the points fix, it still doesn't change anything that will aide or hinder either team from completing the main objective.

I think you're trying to focus too much on the points aspect of this game. It should be balanced to the point where the game would run smoothly and properly without points at all.
that's a completely flawed assertion, simply because Westwood specifically designed the game to have a time limit. unless that time limit's disabled, it is categorically false to say that basekill is everything and points is nothing but a "backup". you may as well say ped beacon is the objective and if your team couldn't ped beacon, settling instead for mere basekill as a "backup" (your word, not mine), you failed.

and if, after playing Renegade for 5-6 years, anybody can not realise the colossal benefit sieging offers towards the "main objective" then I really don't know where to start

You don't need to max out the vehicle limit on artillery to siege. Other vehicles are capable of damaging buildings as well.

I never said it was nothing, and saying that it's a backup certainly doesn't imply that. There's a lot of different elements in Renegade's gameplay, and to work well together they should first have to work well on their own.