

---

Subject: Re: Fixing... Points?

Posted by [Carrierll](#) on Sun, 17 Aug 2008 08:52:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

#### Donate

Yeah, donating in the first 5 minutes = APC rushes every game. This means whichever team has the higher count of server regulars and/or skilled players (IE, whichever is more likely to get faster !donate teamwork going) will probably win the game due to a successful early APC rush.

!donate after the first 5 minutes is fine (Try Jelly servers for an example of this, I'm sure there are others)

#### Marathon servers

These are going to have to find alternative credit earning systems. TBH, it's fairer on new players to have a constant stream of credits (slow, and not-ref dependant, say 1 cred per 2 sec) as well as Ref (if it's alive) etc. This is more easily understood by someone new, who will think "Oh, I get a constant income + more if I have a ref and harvester etc". Imagine not understanding Ren's gameplay fully (and it's complex, which is why we all play I'm sure) and then finding that your whole team (who are sniping the enemy harvester, what... "SNIPING THE ENEMY HARVESTER?!") have more credits than you do. That makes no sense to a newcomer, who will become frustrated with the lack of credits, and leave.

#### Non-marathon servers

I will simply mention again the issue with people buying mammoths (or anything else expensive, but not effective) and then getting yelled at for making an investment that doesn't pay off (not that they were aware, standard PC game gameplay, and standard C&C gameplay can revolve around powerful units (IE: Mammoths. Yes, it can revolve around more, less powerful units, but that's not the point here) therefore the person who just picked up ren, having played some other game will think "I'll save for that pretty \$1500 mammoth and go pwn Nod". What happens:

NewPlayer01: "I've got a mammy"

People who are used to points imbalance: "YOU IDIOT. GTFO!"

Ok, I might have overdone the reaction, but the reaction is not exactly friendly, few I imagine take the time in a time constrained game to explain that mammoths aren't worth it and the new player is left feeling confused and unwelcome. Should we encourage that?

---