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Subject: Re: Fixing... Points?

Posted by [Rocko](#) on Mon, 18 Aug 2008 06:16:12 GMT

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Saberhawk wrote on Mon, 18 August 2008 00:15Rocko wrote on Sun, 17 August 2008 23:06Crimson wrote on Sun, 17 August 2008 22:22kong009 wrote on Sun, 17 August 2008 16:11You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

You are squeaky wheels trying to get grease. Just because there's like 10 people on the forums bitching doesn't mean that the 10,000+ players who are still playing agree with you. My server is full or close to it almost all the time, so clearly there can't be a huge amount of people who oppose it. In fact, most of them probably didn't even notice anything different.

Yeah they probably didn't notice. Points is not a game breaking issue and it's nothing worth "fixing."

So because they didn't notice it, we need to go unfixing things?

no but the point is that if the majority of players, the ones who just play once in awhile and never talk at all, floating throughout the game servers, did not care about points enough to quit over it, then it's obviously not a big issue. They would probably be happy either way.

Jelly Marathon has no points fix and it's full at almost 50 players almost every day. And n00bstories does have points fix and it does get a lot of players. I don't think many people care about fixing it or not. And if they do then at least they have the choice to decide if they want to go to Jelly-Marathon and play without points fix, or go to noobstories if they want a points fixed game.

If you force it on everyone because it's what you believe is right, and just disregard what the people who do talk and disagree with points fix than how can that be a good thing?

Coder's honor? lol how stupid is that.

p.s. Has anyone seen the anti-TT petition on MCD?