Subject: Re: Fixing... Points?

Posted by saberhawk on Mon, 18 Aug 2008 06:36:24 GMT

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Rocko wrote on Mon, 18 August 2008 01:16
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 has 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?

Honestly, I wasn't the one that implemented the pointsfix, it's not even close to "my department".

I take pride in the fact that the bulk of what I do often gets completely overlooked by players. That means I'm doing it right.