
Subject: Re: Fixing... Points?

Posted by [liquidv2](#) on Thu, 11 Sep 2008 01:51:11 GMT

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Quote:Please explain why you should win because GDI gets so much points off Stealth Tanks and Flame Tanks with Ramjet for doing 5 damage, while Mobius and PIC Sydneys get less for doing actual damage? Oh yes, please explain why you should win if Nod kills all your base but your Barracks? Have you tried to rush GDI Barracks with Stealth Tanks or Flames? Of course you fail, thanks to the PICs and Volts, and then you lose 250-500 points to Ramjetters, hmm?

you shouldn't win; that's not even the point

it's just an incentive to keep the team that's getting its ass kicked to play and hold on

after a game where some team with one building left that got owned royally had more points i'd think Heh, that actually doesn't make any sense

but you know what? it didn't bother me, i never lost sleep over it, and in fact i think that made the game more fun at times

it's like NFL Blitz on the n64, you can literally beat the shit out of the other team's players because it allows late hits and all kinds of cheap shots that aren't allowed in Madden or most other football games

some guy will score a touchdown and while he's doing a victory dance you can knock him to the ground and drop an elbow on his face; it makes the guy who just gave up a touchdown not feel as bad about it while the guy who scored the touchdown doesn't care since he just scored a touchdown

that's how in my mind there is a connection; the team that did not deserve to win won anyways, and the only people i can think of that would get legitimately upset about it are the ones who take renegade too seriously and turn the game into a competition and think ladder actually means something

like i said i've never lost sleep over it but the way some people talk about it makes me wonder about them

Quote:-They can actually do damage to other people, vehicles and structures. Ramjets however, get a substantial amount of points for doing next to no damage. A vehicle might get 25-30 points for taking out 2/3s of 1 block of health to a structure were as a Ramjet gets 22 points for shooting a stealth tank doing 4-5 damage to its armor.

the #1 problem with the original points system with most pointmod people is snipers getting points for not doing shit

i liked the overall points exchange between vehicles and infantry, but snipers really did unbalance games beyond belief at times

then again a light tank hitting a mammy in green health got more points than it did for hitting a building which does seem odd

but if anything a building really won't fire back whereas a mammy has two massive cannons and some rape missiles if you get close, plus it moves unlike any building

if the ladder extremists don't want original point servers on the ladder that's fine with me; they get

their revenge on the evil bug exploiters and the evil bug exploiters get to play renegade and not give a shit about it
it's just a game, and the stupid nonsensical system is fun
unless, you know, renegade is more than just a game to you
