
Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [RTsa](#) on Wed, 06 May 2009 18:25:29 GMT

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rrutk wrote on Wed, 06 May 2009 17:52 Standard 1-Hour Games:

If no total base destruction/ped occurs, the winner is the team with MORE BUILDINGS REMAINING.

If the number of remaining buildings in GDI/Nod is the same (deadlock), THEN the score will make the decision.

This way the following would happen:

- Buildings get a revaluation
 - Pointwhoring isnt so important anymore
 - there will be higher motivation up to the last second for both teams to go and destroy buildings
 - let buildings die because of the "damn pointwhoring" will be stoped
 - more skill is needed ingame
 - more teamplay is needed ingame
- We actually have this kind of scoring system in TK2 internal clan wars. And indeed, it's a rather good system. Not saying it should simply be changed to that though.
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