
Subject: Re: Pointfix poll. Bug or Balance?
Posted by [Spoony](#) on Thu, 24 Dec 2009 04:30:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Wed, 23 December 2009 22:06Well, it would be the same as it is now.

The game's main objective is to destroy the enemy team's base while protecting your own (it says that on the loading screen.)

The secondary means to win a game is to score higher than your opponent in the matches time limit or to plant a beacon on the enemy's pedestal.
actually, a ped nuke is on the same level as basekill since it trumps the points situation.

Quote:You have to look at it from the developer's point of view, not the twisted (I don't mean that negatively) clanwar perspective.
I think my "perspectives" have always held up pretty well.

Quote:The reason why the game was made was to show what C&C is like in the first person perspective. C&C mode (or AOW) in Renegade was conceived with the idea of attempting to capture the RTS's feel in FPS form.

Using that, you can deduce that the main objectives is to destroy the enemy base.. that's what the battle's plot is. It's a secondary means to win a game to win by score or to win by pedestal placement.

If that's how you came to "deduce" it then there's something wrong with the method, since you arrived at the conclusion that ped nuke is equivalent to a points victory, both trumped by basekill. it's quite clearly the case that a ped nuke is equivalent to basekill, both trumping a points victory.

Quote:But let me clarify something that you guys seem to be confused with. I've never said that I was for or against the pointsfix. I've even said not to pay much attention to what I had to say because I don't play clanwars.
i didn't suggest otherwise.

Quote:I don't feel as if you should do something just because I said so. My opinion isn't god, I just thought it be constructive to hear as many different points of view as possible on the subject so you can meet everyone in the middle.
"meeting everyone in the middle" is a common threat to these kind of debates, i find.

and if you do think that basekill is crucial and points are worthless, then the pointsfix should still suit you simply because of the economy situation and the fact you are much less likely to win games by playing defensively... after all, with the original renegade points system, crippling the enemy's economy is actually a valid option, destroying their WF is actually an advantage, etc.

what's more, when the points are added up at the end if bases are still standing, then with the original renegade points system, the points are a direct indicator of which team did more damage - in other words, which team came closer to the goal of basekill. when you let people get points for absolutely no reason, that clearly is not the case.
