
Subject: Re: Pointfix poll. Bug or Balance?
Posted by [Starbuzzz](#) on Mon, 28 Dec 2009 05:18:45 GMT
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Jellybe4n wrote on Sun, 27 December 2009 19:42 People harp on about logic, and maths. Thing is the game is highly illogical in its whole makeup. Trying to apply logic to the illogical is pointless in my eyes.

I know these are your opinions mate but I duuno about those Jelly...!

If the game was illogical, then City Fly will have no buildings and you join and spawn under the bridge and get in one of the many free vehicles parked there on the highway and just drive around in circles and shoot the tiberium drums under the bridge to see neat green explosions! A neat illogical system that doesn't need logic applied to it!

But instead we have balanced factions in Nod and GDI, different maps with different tactics to apply to them, a credit based economic system that is tied to tiberium harvesting, classes of infantry with specific costs and uses, assorted vehicles with distinct firepower for unique purposes, and buildings that serve highly specialized roles within a base = ALL of these game features are tied to a mode called Command & Conquer Mode in which 2 teams try to coordinate themselves to destroy each other and win each round by basekill, points, or ped beacon. So the game is highly logical in "its whole makeup" with many complex factors. So the point about trying to apply logic to the illogical doesn't seem to stand.
