
Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Mon, 14 Nov 2011 19:55:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah, i wasn't sure what you were talking about when you said Jelly was modded

to iRan: volcano with the pointmod was 1.01 GDI and .99 Nod
Islands was like 1.73 Nod
Mesa was 1.4 something Nod, Hourglass was 1.4 something Nod, Complex was 1.4 or 1.5 something Nod (1.5 = 75% win rate for Nod)
Canyon was 1.2 for Nod

this was over the course of hundreds of games, most with 10+ players per side
no weapons drops, no starting credits, no early donate

as for n00bstories:

with the points doubler thing also has it applied to the harv (i ate it with a chem guy two or three times on Volcano so GDI had no money and i was in 1st place with 600+ points ((Wtf??)))

my suggestions to them: make infantry worth 1.5x, vehicles 2x, buildings the same, and harv just normal
add the .5 extra credits/second thing that westwood intended (or so the coder people said)

or

have the points remain the same, but have a credits doubler instead (infantry yield 1.5x credits but 1x points, vehicles yield 2x credits and 1x points, buildings and harvester remain the same
