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Subject: Re: Fixing... Points?

Posted by [msgtpain](#) on Sun, 17 Aug 2008 13:58:15 GMT

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Crimson, I mention it because I believe that you are crossing logical points with your arguments, and aren't looking at the bigger picture.

Please explain to me what the "pointsfix" does to balance the ladder. As I've always understood it, it simply allows a SINGLE person to receive more points than they should, which artificially inflates the way their skill looks based on the current ladder. As it stands, points trump everything, that is the main goal, that is how you get ladder points.

If your argument is that the pointsfix unfairly balances a "team" on a certain map, you're going to have to explain that a little better, I'm having a hard time envisioning how one team would have an easier time shooting at the harvester on a map early in the game, or how only one team of snipers can shoot at tanks all game.. that argument seems a little shallow.

Regardless, the ladder isn't representative of a "teams" skill.. it ranks "people". I'm sure there are some maps that people feel don't allow them to win, and some sides on some maps that they would never play. How will you provide a means to ensure that they don't leave these games, so their ladder isn't negatively affected?

And, how you can say that "the current ladder already takes care of that" is beyond me. I do understand that you are changing the way the ladder works, but since no one is explaining how, we're left to discuss what we know. and right now, there is no way you could convince me that the top scorers on the ladder do not come from high player count, no time limit servers. They always have; and if you believe that the "current ladder already takes care of that" then I can only assume you're not sitting down thinking of how you can eliminate the bias that the current ladder has for these servers.

People will find a way to exploit even your new ladder. They will realize that they need to kill a certain number of people, as well as score a certain number of points, and that they will get a skill bonus based on how many tanks or buildings they kill, etc.. Then they'll still leave the games that don't provide them with the best layout of these items.

As for weapons drop? How many points do I get for killing a sakura in a game? The way it is, a shitload compared to some of the other things I could be doing.. If I don't even have to buy a weapon, not earn or spend a single credit, and I can still be given the opportunity to pick up someone else's sniper rifle and start taking down 1000 credit chars from across the map. How on earth can you wonder how this can unfairly affect my score, and at the same time dig your heels in about the miniscule points the average player gets without the pointsfix? Like I said in a previous post, your arguments are disingenuous at best.

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