
Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Tue, 19 Aug 2008 21:49:53 GMT

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Rocko wrote on Mon, 18 August 2008 15:31 I don't know how much of a point that is though spoony. It seems silly that the game works perfectly fine the way it is ok... GDI winning easily on many maps is 'perfectly fine', the team that plays far less aggressively is 'perfectly fine', getting high scores by shooting stuff you don't damage is 'perfectly fine'...

Rocko wrote on Mon, 18 August 2008 15:31 And it's not even 100% working if you then even have to change price values and use retarded things like donate in order to balance the game out completely.

We don't. Pointsfix DOES balance out the game completely, as long as the vehicle-alignment modification is there. If the pointsfix is there:

1. you do not need to change anything's price for balanced gameplay (and if you read my posts a little more carefully, you'll see I never advocated that in the first place) and
 2. you do not need !donate for balanced gameplay (in fact, the corollary holds true; the gameplay is more balanced WITHOUT IT)
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