

---

Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Sat, 30 Aug 2008 21:01:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

msgtpain wrote on Sat, 30 August 2008 22:21 I can only assume that you're mildly retarded, or a politician.. There really is no other explanation for your ability to completely ignore items presented to you and continue your arguments..

Except I didn't ignore anything you presented. I responded to it all, didn't I?

msgtpain wrote on Sat, 30 August 2008 22:21 If your big deal is "balance" and "fairness"... Then there is no possibly way that you can pretend that what I have suggested isn't relevant, at least not with a straight face.. you're either lying to yourself, or (see above).

I didn't say it isn't relevant, I said it isn't unbalanced.

msgtpain wrote on Sat, 30 August 2008 22:21 If one team has the ability to walk in to the other teams base 'invisible' and 'undetected'.. that right there misbalances the game.. no argument you can make can disprove that. One team can do it, the other team can't.. nothing more needs to be said..

What the fuck? "Nothing more needs to be said"? Nod has SBHs and that automatically makes Nod overpowered because GDI doesn't have SBHs?

Good lord. If you want to determine fairness and balance, you need to look at everything, not just one unit that Nod has and GDI doesn't. GDI has far better base infantry, can acquire money faster, has better APCs, better aircraft, and the overall awesomeness of the medium tank. Nod having an invisible soldier doesn't weigh the same as all those strengths. When you add together all Nod's plus points... the arty, the light tank, the stealth tank, the flamer, the LCG, AND the sbh... then yes, they're balanced.

msgtpain wrote on Sat, 30 August 2008 22:21 you might try your little retort that "yea, well a team using teamwork won't let them walk in!" but that's simply a circular argument, exactly the same as why "you shouldn't let the other team shoot at your tanks" doesn't work as a defense against the pointsfix.

uh no, there's no realistic way to prevent your opponents shooting tanks with ramjets, whereas there are very very real ways to prevent SBH's walking into your base, and even if you fail at that, there are also ways to prevent them doing any damage once they're in.

msgtpain wrote on Sat, 30 August 2008 22:21 And I don't even need to elaborate on the PT bug, cause you with all your "argument fallacy" bullshit should already be able to see what's wrong with your "saying it doesn't make it so" response.

There is one sentence which sums up your entire position: "I don't even need to elaborate on the PT bug". You just say it's unbalanced and boom, it's unbalanced, debate closed. Don't need any solid logic or proof, right?

I've already acknowledged the fact that the reason I don't think the PT fix will misbalance the game MIGHT be because we haven't actually had the chance to test the PT fix yet.

msgtpain wrote on Sat, 30 August 2008 22:21 What's next, "Nuh uh! I know you are, but what am I?"

Where did your MasterDebater skills go?

Would they be the ones that sent you limping away in shame the last 20 or 30 times you came out of nowhere and tried to flame me about something? Cos if you recall, every single time you've done that it turned out you had no clue what you were talking about... but after your childish rant was refuted, you didn't admit you were wrong or even chill out towards me, you just stopped posting for a few weeks then tried again about something else.

That's a little off-topic, but then so were your two last lines.

---