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Subject: Re: Fixing... Points?

Posted by [R315r4z0r](#) on Sun, 07 Sep 2008 04:21:27 GMT

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Even though I have been playing Renegade for years without knowing about this points fix, it obviously seems like the best decision.

Just because both teams can do it (regardless if it is balanced between the two) doesn't mean that it is balanced and should be left alone.

The problem isn't in the fact that you are gaining points for playing the game. The problem lies in that you are getting points at an rate that doesn't match the effort put in. And in turn, throws off the balance of the game.

For example, lets say you and a friend each want to buy this really nice TV. However there is only one left in the store and so the two of you compete for it by getting different jobs earning money to buy the TV. Lets say you get a job as a doctor (hypothetically speaking) and your friend gets a job working a road-side lemonade stand. However, at the end of the day, your friend gets more money than you for less effort and thus buys the TV.

This is essentially what Renegade is without the points fix. With the points fix, you are simply rounding out effort and compensation in a way that they compliment each other in an even and balanced way.

I honestly do not see what the problem is with people not wanting it. It barely changes anything noticeable, and only adjusts for the better. Simply keeping it the way it is now will only promote anger and stress in the game for the victims of this problem... and for what? So people can get their selfish ways for winning a game they should of had no chance in?

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