
Subject: Idea of new gamemode/gameplay. Possible?

Posted by [rrutk](#) on Wed, 06 May 2009 14:52:31 GMT

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

I've an idea of gameplay change. Would it be possible to realize?

From my point of view, winning through pointwhoring isnt a smart way to win a game, although I do it too. But it is boring and less skill is needed in pointgames then in marathon.

Furthermore are the players of the team less in points so often very quick demotivated, if they see, they have no chance to win by points anymore or ped/complete base destruction. Its annoying to be in this situation.

Why not about this:

Standard 1-Hour Games:

If no total base destruction/ped occurs, the winner is the team with MORE BUILDINGS REMAINING.

If the numer of remaining buildings in GDI/Nod is the same (deadlock), THEN the score will make the decision.

This way the following would happen:

- Buildings get a revaluation
 - Pointwhoring isnt so important anymore
 - there will be higher motivation up to the last second for both teams to go and destroy buildings
 - let buildings die because of the "damn pointwhoring" will be stoped
 - more skill is needed ingame
 - more teamplay is needed ingame
-