

---

Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Goztow](#) on Thu, 10 Sep 2009 06:41:26 GMT

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

---

R315r4z0r wrote on Thu, 10 September 2009 04:46

When you play Renegade, you are actually playing two different games at the same time. One is an objective based game that requires you to level the enemy base while protecting your own.

The other is scoring enough points to win by the time the timer runs out.

If you're really convinced of this, then take the individual scores out of the game and only keep the team score. That's a REAL solution for your problem, opposed to biasing the way points are rewarded (even more). Think out of the box.

Quote:I was just playing a match on field. I was on GDI. Nod had artilleries and stanks at the front of our base pounding on the WF. After about 5-10 min, someone said "let the WF go, it's giving them too many points." I was thinking "points or not, we still have 20 min left to kill. How can we do that without vehicles?" Well the WF fell because no one other than myself was repairing it. We hung on for a good 10 min or so, but we were, in the end, over ran. We lost because we had no means of defense and we ended up widening the points gap between our two teams.

I'm trying to abolish the idea of those kinds of mentalities.

The whole reason why people got this "loose the WARF" idea in the first place is due to the lack of pointfix! With points == damage, noone would have gotten the idea of letting the WARF die when it's being attacked because they would never have any way to get back on points in the first place. However, thanks to the biased points system, people noticed that you often have a better chance of winning without tanks than with tanks in a public game on field. If this wasn't the case, people would probably get tanks to destroy the artilleries instead of letting the war factory die. That is: people that want to win the game.

So you just gave another good example of why point fix should be instated.

I got the impression everyone from Ren-X except R31 has given up on this topic by now, which is a pity. It would eb nice to at least get a reply to JohnDoe's remark:

Quote:.I just hope the RenX developers will find the balance of listening to constructive criticism without making the mistake of rating popular opinion over professional opinion.

---